POLYHEDRON™

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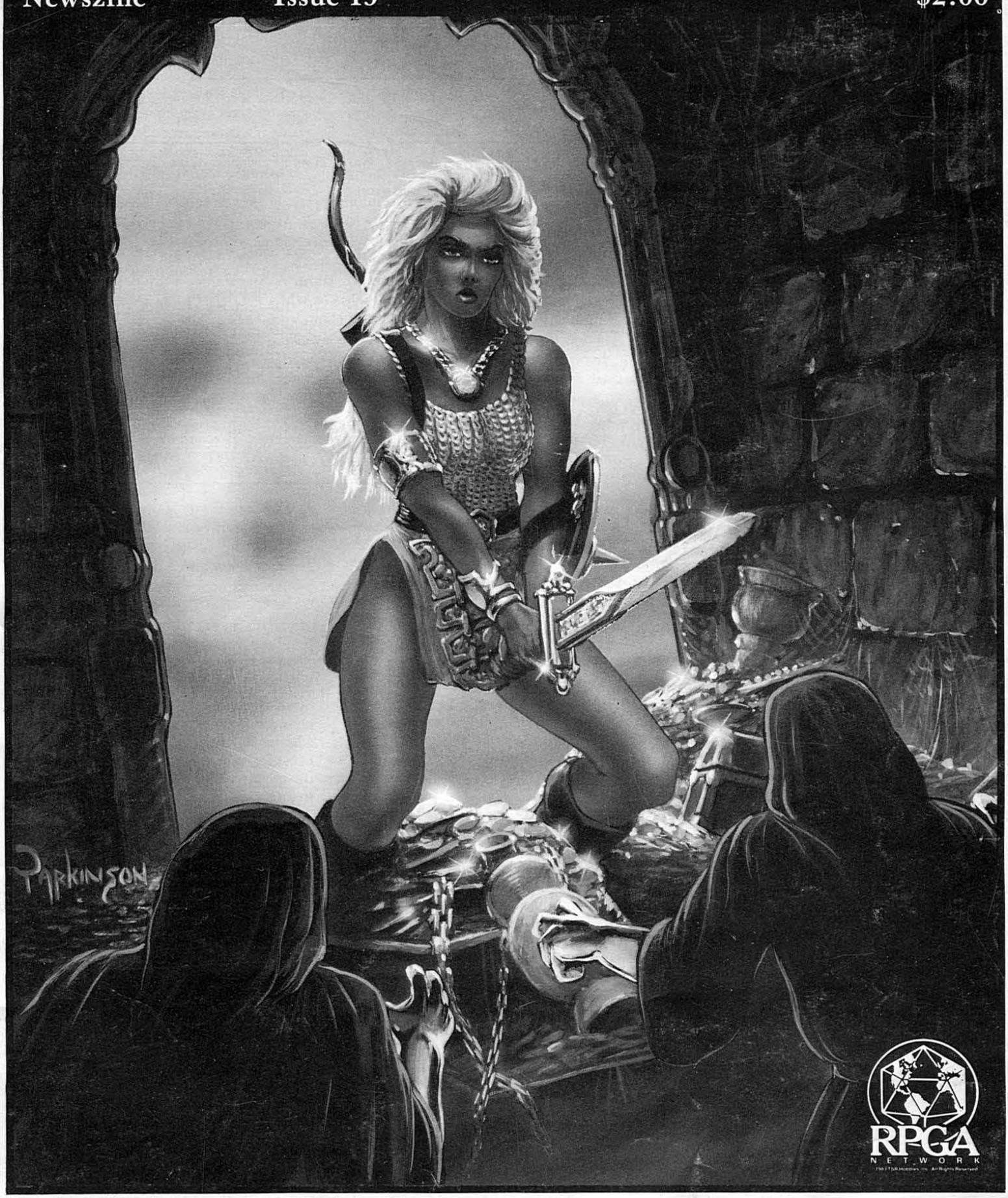

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POLYHEDRON™

Newzine

Volume 3, Number 6

Issue # 15

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. . . from the editor

Have you ever noticed that the first sentence in an article or paper is usually the most difficult one to come up with? You labor over the *right* way to start the piece — you want a sentence that will grab the readers' attention and get you rolling. Now that that's out of the way, we have lots of things to discuss.

First I want to thank all of you who've taken the time to send in Survey cards. I am completely overwhelmed with the response it has received, and heartened by the indication that you really do care what happens to your organization and are willing to devote some time to improving it. I came into work one Monday morning about a week after issue #14 had been mailed to find 180 returned surveys spilling over my desk. That stream has leveled off somewhat, but the amount is still substantial. If you haven't already sent yours in, go back to your last issue and fill it out and send it in — the information is as valuable as ever to RPGA HQ and the direction of the Network. I'm also pleased to report that most of you seem pretty pleased with POLYHEDRON™ Newszine as a whole. I realize that the survey didn't allow much room for additional comments and reasons why you may or may not like a particular facet of the magazine, which brings up the second point of this here editorial.

I haven't gotten much *general* mail concerning the Newszine or general RPGA Network questions in the last couple of months! Is that a good sign, or a bad sign? Does that mean that you've all been too busy filling in your surveys or that everything in the newszine has been so clear and succinct that you don't have any questions at all (a miracle in the modern world)? How about *Two Cents* stuff? (I direct my queries to those of you who haven't sent anything, and apologize ahead of time to those of you who have.) If your *Two Cents* suggestions are readible and not too outlandish, I'd love to see them, and from the response to the survey, so would you.

On to another change that has evolved due to your requests. If you haven't already noticed, the *Treasure Chest* section of the newszine is gone. I won't go into great detail, because Kim Eastland does in . . . *from the publisher*, but the gist of the matter is that we've received as many requests for more room in the newszine for articles as we have requests for discounts on TSR merchandise. The most logical answer was to free the space used by the *Treasure Chest*, allowing more room for articles, and offer the requested TSR merchandise at a discount, as well as selling out the already existing RPGA Network merchandise. (See . . . *from the publisher* for more details.)

These extra pages have also given us room to do something I've wanted for the newszine for some time. We've reprinted some old DRAGON® Magazine articles that are out of print, and have not nor will not be reprinted in the *Best of* . . . series. In my capacity as editor of the POLYHEDRON Newszine and a DRAGON® Magazine staff member, I've received a number of queries and requests for photo-copies of particular articles from both magazines. Since neither DRAGON Magazine nor POLYHEDRON Newszine makes a practice of photo-copying articles for subscribers (lack of time and manpower), it seemed like a good idea to reprint some of them, especially now that we've increased the space available for articles in POLYHEDRON Newszine. If there is a particular article that you or your gaming friends have heard about, been searching for, or are just interested in seeing, and if I get a reasonable number of requests for it, it's possible that we may reprint it for you here in the pages of your POLYHEDRON Newzine.

In closing this editorial, I'd like to thank the soon-to-be former publisher of this newszine. Although my ties with the direction of the RPGA Network have changed with my move into Dragon Publishing, my association with the Network has gotten stronger because of the trust and authority I was given to form the direction of the newszine. We've put out a few fires and won a few battles together, and had fun doing it. When I found out that Kim was no longer to be the head of the Network, I was somewhat relieved for him because I knew what a load he was carrying with his other responsibilities. For myself, I feel as though Trapper John has just boarded the plane and I have to return to a new group of wounded at the #4077. I can't wait for B.J. to get here.

A very Merry Christmas and Happy New Year to you all.

Mary

P.S. I would also like to thank the following people for their help with the production of this issue, above and beyond the call of duty: James M. Ward, Roger E. Moore, Charles Ramsay, Roger Raupp, Marilyn Favaro and Kristin Peliksek.

RPGA™ NETWORK
GEN CON® XVII
GAME FAIR
TOURNAMENT

Plans are now being laid for the RPGA™ Network tournament for GEN CON XVII Game Fair. We will be needing a staff of qualified and experienced DMs. RPGA Network members wishing to participate as DMs should contact the tournament coordinator:

Doug Behringer
1545 Worthington
Columbus, OH 43201

. . . from the publisher

Kim Eastland says goodbye

Ah, Ghosts of Christmases Past. I was moving boxes around the other day when I came across a stack of photos from past Christmases. There I was, cute little urchin in "jammies," playing with my train set and Cape Canaveral Missile Base under the Christmas tree. Then I started thinking and suddenly realized that the companies who made those particular toys aren't around anymore, that I'm not a little urchin anymore, and that Christmases don't feel like that anymore. They're still fun, just different.

So what does all this have to do with you and the RPGA™ Network? Well, two things, actually: the Holidays and things coming to an end.

The winter holidays are great, especially for gamers with extra time to play RPG s with their fellow adventurers. One of the aspects I enjoy the most about role-playing games is the comaraderie it builds, which is also an essential aspect of Christmas and New Year's Day. There are many, many important facets of this time of year, but the enjoyment and appreciation of one's friends and relatives ranks near the top with me.

Another view of the holidays is that of the end of the old year and the beginning of the new. Experiences and "eras" pass but new ones begin. Campaigns and "worlds" end but new heroes and lands are born. It is a time when sadness for these things lost is intermingled with joy for the yet-to-come.

It is with the same mixture of emotions and experiences that I inform you of the end of my tenure as head of the RPGA Network. I came into this position around a year and a half ago with some definite desires in mind; to make POLYHEDRON™ Newszine the focal point of the RPGA Network, to lay down a foundation for tournaments and a scoring system, to start up a system by which clubs could be recognized as official RPGA Network branches, and much more. Most of what I wanted to do is underway in one form or another and I've been very happy with what's been accomplished. But recently other tasks have been handed over to me and I have not been able to give the RPGA Network the time I feel it deserves. The projects that need developing, like conventions, tournaments, and clubs just have not received the attention that they will in the future in new very capable hands. I feel this is a natural progression . . . a sort of handing over the helm to others that can continue on with specific objectives and not be set adrift by conflicting time schedules.

And, as with the Holidays, this is a time to reflect and appreciate the friends who have made the growth possible. First of all I'd like to thank you, the members. The vast majority of members I've ever met have been nice, fun people (not at all the drooling, obsessed fanatics some would have the public believe typifies the average role-playing gamer). Your letters and input has always been helpful and your enthusiasm for the hobby has helped me be enthusiastic about my job.

Next, I'd like to thank all those who have written for POLYHEDRON Newszine in the past. As most of you know we can't pay our authors so the bulk of the writing is done by those who love the hobby and like the members enough to sink their own time into articles. Though a few of our writers are out-of-house members (and we're always open for submissions), most of the writing is done by TSR RPGA members during their time off. It is this dedication that keeps the articles up to the high standards they now enjoy. In case it hasn't been said enough, thanks, gang, for all the effort.

Finally, I'd like to thank a close pal. When I came to TSR I felt that if we could improve POLYHEDRON Newszine some more and get it out on time that the Network would grow by itself. I had worries concerning this because the RPGA Network hadn't met a POLYHEDRON Newszine deadline before this time and I was no whiz at being a publisher. What I found was an editor who was waiting to expand and improve the POLYHEDRON Newszine beyond what I'd hoped for. It takes a lot of hard work and patience to put out this newszine, and Mary Kirchoff has excelled in both.

Though not as recognized as it should be outside of the RPGA Network, I believe this publication, for its price and purpose, is the finest one on the market. Most of that is due to a real professional in her field. I look back over the many jobs and hobbies I've had and I can honestly say I don't think I've ever enjoyed or respected a fellow employee so much. The "applause" for the quality of the Net belongs as much to Mary as to me.

Another Christmas, another "era" passing and another one beginning. But it's always going to happen that way and things usually seem to get better, so it must be a pretty good system. But it does sadden me. And though I hope to continue writing off and on for POLYHEDRON Newszine and I'll see some of you at the cons... I'll miss serving as your Coordinator.

Be of good cheer, there are great things coming in the future from RPGA HQ — and TSR! I wish you all the merriest of Christmases and the happiest of New Years.

"The New Deal Deal"

A New RPGA™ Network Merchandise Plan

Remember the subject of this column back in Issue #12? For those of you who weren't with us then it began, "Change, change, change." In brief, it was a summary of the many changes that had occurred within the RPGA™ Network in areas such as the POLYHEDRON™ Newszine and HQ itself. At that time we didn't discuss our projects because we were still collecting data. This article will address the changes in our product offerings.

Over the last year we have collected your letters, listened to your opinions at the conventions, and followed the sales of our RPGA Network products. The following facts were evident.

- The vast majority of those who contacted us desired more space in POLYHEDRON Newszine devoted to opinion columns (Letters, Two-Cents, etc.).
- The vast majority of those contacted who us desired less space in POLYHEDRON Newszine confined to our own product offerings (the Treasure Chest).
- A number of our members have been asking us if there's a way they can get a discount on TSR game products by being an RPGA Network member. Up until now there has been no such procedure.
- The sales of our modules and other RPGA Network products indicate that the number of members interested in exclusive items is much, much lower than we had initially thought.
- Many members have extremely limited information on what is available for gaming aids (dice, etc.) and have little or no local access to these items.

Taking all of this into account we looked at our current method of assigning space in POLYHEDRON Newszine for products and what we offered to our members. Then we decided that the only way we could begin satisfying more of members' needs was to focus the products elsewhere and open up the space for more articles (see . . . *from the editor* in this issue).

Where to refocus and how to offer more of a discount on non-RPGA Network items was a problem that kept us searching for awhile. But now, I'm proud to say, we have the answer that suits the largest number of members.

Effective immediately, there will be no more products offered in POLYHEDRON Newszine itself. Instead you, as an active member, will be receiving a special mailing of a gaming catalogue from Dungeon Hobby Shop in Wisconsin. Inside there will be a special section with some RPGA Network members-only merchandise. Other previous RPGA Network merchandise will be open to the public for purchasing. This catalogue contains hundreds of games, miniatures, dice, and game accessories — all at a 10% discount for RPGA Network members! That's right, *anything* you order from this catalogue will have a 10% discount if you make sure you include your RPGA Network membership number (found on your card) on the order form and if you are a current member.

I really believe that this is going to be one of the best features of the RPGA Network in the future, because it not only provides you, as a member, with a discount on a wide variety of gaming items but also gives you a complete update on what is widely available in the marketplace.

Let me interject a quick note, here, to avoid any upcoming queries from members. At the time that it was decided to switch modes of product sales to members, the modules were also reviewed. The folks on top, after long deliberation, have decided that no more modules specifically designed for the RPGA Network will be produced. Instead, current offerings will be sold off and any "series" will be completed in the future in the normal AD&D™ or D&D® game module lines. So keep those "R" and "RPGA" modules, they might be collector's items someday.

Also . . . service men. Please note that while the Dungeon Hobby Shop catalogue has a discount for U.S. service men, that discount is not cumulative with the RPGA Network discount. Do *not* add them together to get an even bigger discount!

So look for the Dungeon Hobby Shop catalogue coming in the mail to you soon (it might even be there by now) and remember to include your RPGA Network membership number with your order for a 10% discount. Meanwhile, enjoy the new, POLYHEDRON expanded Newszine.

LETTERS

Trademark lessons

I've developed a system for use in combat, however, I see that any material published in POLYHEDRON™ Newszine becomes the property of the publisher. If I submitted my system and it were accepted, I would prefer to retain ownership of it, if possible.

Robert Nelson
Manitoba, Canada

As a general rule, TSR must have all rights to anything published which pertains to any of the TSR games. We in Dragon Publishing, or the people at TSR, don't ask for them to take ideas and the results of lots of hard work away from creators — it is simply a matter of protecting trademarks.

Although the content of POLYHEDRON™ Newszine has been good, there are some irritating features. Perhaps the most irritating style feature is the infestation of trademark and copyright symbols. Why are these so important that they must pop up at every point, when this is not the case with any other publisher's output?

Name withheld

As a corporation with a variety of trademarked publications and products, TSR, Inc., makes it a policy to treat other companies' trademarks with the same consideration we do our own and would wish others to. Without going into great detail, copyright and trademark holders must use the trademarks (© , ®, or ™), on a regular basis to protect the ownership of the trademark name or they may lose the right to the trademark if challenged. There are so many versions floating around of the "right" way to protect copyrights, we've taken no chances with our own publications and include the trademark symbol of each trademarked product on the first reference to the product on every page. We don't always succeed at this, but we do try.

Futhermore, most daily and weekly publications are under such deadline pressure that they generally don't have the time to research the trademarked products of other companies. Dragon Publishing deals with so many other companies and their products on a regular basis and we deal with a rather limited field so we generally know the trademarks, thus there is no reason not to extend the professional courtesy of protecting other companies' trademarks.

RPGA #3 and #4

I don't understand why, if RPGA™ Network module #3 and RPGA Network module #4 go together, they are for different character levels?

Eric Johnson
Shelbyville, IN

I've received this question in regards to R3, *The Egg of The Phoenix,* and R4, *Doc's Island,* also. The characters in both these sets (those that survive, anyway), progress a level from the first module in the series to the second.

Mailing cover

Although overall I liked issue #13 of POLYHEDRON Newszine, I do not like the cover sheet which was used as part of the magazine, and as the protective cover for mailing. I agree that the envelopes which POLYHEDRON Newszine used to be mailed in were probably expensive, but this solution to the problem actually makes this issue of the magazine look of poor quality.

Roby Ward
Luling, LA

Many magazines currently on the market continue to send their products through the mail unprotected. It is RPGA Headquarters's belief that the art on the covers of POLYHEDRON Newszine is far too good to take the chance that it won't get mashed, mangled or shredded in the mail. The mailer cover was the easiest (in terms of printing), and thus most inexpensive (more money can be directed toward content), way to safely send the magazine through the mail. Since POLYHEDRON Newszine is not sold on the newstand or in hobby stores, and since presumably members are the only ones who see the issue as it comes out of the mailbox, if the wrap-around cover makes *you* feel that your issue looks of poor quality, tear it off. It was originally designed to be taken off if desired anyway. I can assure you that the copy under it is not of poor quality.

Are the "new" copies of *Dungeon Masters Guide, Players Handbook*, and *Monster Manual* really revisions, or have just the covers been changed?

David Coufal
Colorado Springs, CO

The "new" manuals are not total revisions, nor are they advertised as such. Inventory of the manuals was running low, necessitating the initiation of a new printing. Since *Monster Manual II* was coming out with a brand new design and cover, the Powers that Be had to decide whether they wanted to rerun the old covers and they were, or redesign them so that the whole series had attractive covers with gold spines for identification. Since *Dungeon Masters Guide, Players Handbook,* and *Monster Manual* were slated for revision in the near future anyway, it was decided to go with nice, new covers that could then be applied to the future revisions, rather than reprinting the old, less attractive covers.

Incidentally, these future revisions are slated to begin in 1984. They are scheduled to be released sometime in 1985.

Miniatures

I'm very much interested in white metal miniatures, and use them in my role-playing games all of the time. Why don't you ever talk about them in POLYHEDRON Newszine?

Joshua Lawson
Ashland, KY

I guess I never thought about it — we never got many, or until now, any, requests for a metal miniature column. If you're interested in seeing one, or

particular figures reviewed, described, or whatever, drop me a line and let me know what you'd like to see. If enough people want one, we may run a figure column on a semi-regular basis.

Submitting articles

I'm interested in submitting material for publication in POLYHEDRON™ Newszine, but I don't remember seeing anything in print on it, and don't know how to go about getting something accepted. What do you look for?

Robert Church
New York, NY

I've never devoted an entire article to the subject; maybe I will in the near future. We do want articles from members — it is, after all, your newszine. The reason that so few member-written articles have been printed is because I've received so few of them. In addition, most of the articles to be used in an issue are chosen well ahead of the time that they actually go into production, so if you send something in and I think it may work in an issue farther down the road, it mayn't actually be in print for six months or longer after you sent it in. For instance, I have received several *Encounters*-type articles from members, however, I have been committed to use other articles and covers for the past several issues. Two issues means a four month delay. In rare cases, that delay can make the material in a particular article out-of-date, especially in this industry, where so many things change so quickly.

If you're interested in writing articles for POLYHEDRON Newszine, keep in mind the following suggestions:

- POLYHEDRON Newszine cannot and does not pay contributors. Potential submitters are advised to reconcile themselves to this fact, and compensate themselves with the knowledge that information provided via the newszine benefits those who are involved in this common hobby, including themselves. Published work in your portfolio looks good also.
- Write articles in a style and about a subject which you would wish to read. The field is open to any of the TSR role-playing games. Please do not send new monsters or mutations, new magic items, or new character classes. Adhere to the rules and intent of the game about which you are writing. Do no assume that a general idea is good enough to get your article accepted, and that someone else will clean up spelling, grammar, and general sloppiness.
- Please type your submissions double-spaced on one side of standard sheet of white typing paper. I cannot evaluate what I cannot read. Include an SASE to insure a response in the event that your submission is not accepted or needs revision.
- Send you submissions to: POLYHEDRON™ Newszine editor, Dragon Publishing, POB 110, Lake Geneva, WI 53147.

I look forward to reviewing some member-written submissions.

Wants art

How can I get larger prints of some of the art in POLYHEDRON Newszine?

Daryl Johnson
Stelacolm, WA

RPGA HQ does not currently reproduce art from the newszine for sale. Further, to reproduce any of the art from it yourself is an infringement since TSR, Inc., owns the rights to that art. RPGA HQ offers a portfolio of art by the TSR artists. Look in the *Treasure Chest* section of your last newszine for more details.

1983 RPGA™ NETWORK JUDGES RANKING

Convention

A GEN CON® SOUTH '83
B CWI-Con '83
C East Con '83
D GEN CON XVI '83

Role-Playing Game Open

DD D&D® Fantasy Game
AD AD&D™ Fantasy Game
GW Gamma World® Science-Fantasy Game
BH BOOT HILL® Wild West Game
TS TOP SECRET® Espionage Game
GB GANGBUSTERS™ 1920s Game
SF STAR FRONITERS™ Science-Fiction Game
DP DAWN PATROL™ Aerial Combat Game

Name	Game Type	People Judged	Average Score	Con	RPGA™ Network ID#
Pete Fraga	AD	20	55	A	17858
John Goff	AD	6	53	A	13590
Larry Goforth	AD	20	63	A	17857
Gilbert Milner	AD	18	58	A	11836
Talmadge Skinner	AD	32	63	A	11838
Tim Wade	AD	11	60	A	11844
Dale Wade	AD	21	55	A	20327
Robert Westerman	AD	10	53	A	11800
Darren Brooks	AD	20	61.7	B&D	11941
Andy Caldwell	AD	9	45	B	18487
Glen Swanson	AD	10	46	B	17727
Jay Tummelson	AD	15	56	B	20473
Evan Bergman	AD	9	50	C	13039
Noel Bergman	AD	8	61	C	10755
Troy Denning	AD	18	62.6	C&D	29290
Ethan Gallogly	AD	10	61	C	18644
Michael Mangieri	AD	9	61	C	20350
Penny Petticord	AD	18	61	C	00047
	TS	12	57.5	D	
	DD	6	62.2	D	
Richard Ramsden	AD	8	54	C	13025
Thomas M. Vail	AD	10	59	C	10777
Jamie Acres	GB	6	64.1	D	10045
Mark Acres	GB	6	66.1	D	00054
Tim Kilpin	GB	4	58.75	D	220452
Mike Somers	TS	12	58.5	D	19973
Merle Rasmussen	TS	6	68.3	D	00007
	SF	16	59.6	D	
Doug Behringer	TS	12	64.5	D	50241
	AD	8	62	D	
Harold Johnson	TS	12	59.6	D	50016
	DD	8	57	D	
	AD	10	64.7	D	
Roger Jarret	TS	12	62	D	20530
David Cook	TS	12	62	D	0009
	SF	12	63	D	
Allen Hammack	TS	12	60.8	D	50018
Doug Niles	SF	10	63.8	D	110454
Carl Smith	BH	6	64.8	D	50605
Clark Smith II	AD	8	61.5	D	11634
Tracy Hickman	BH	6	64	D	110455
Anne Gray	BH	8	55.6	D	110453
Joe Finney	DD	14	58.4	D	20329
Jay Tummelson	AD	15	59.8	D	20473
Jim Shipman	AD	16	65.1	D	33571
Steve Silver	AD	8	64.4	D	12181
Bill Robinson	AD	6	62	D	50076
Andy Mendleson	AD	8	63	D	13622
Don Humbert	AD	8	61.5	D	20067
Greg Delong	AD	8	61	D	10160
Mike Klein	AD	10	64.7	D	00033
John Danovich	AD	10	62.9	D	20168
Mark Shoemaker	AD	10	51.3	D	29759

ENCOUNTERS

James M. Ward

The Setting

The ancient parchment Edrie Solo possesses tells of a long forgotten tomb, set high in the cliffs of the Valley of Kings. Edrie fights her way past the Dire Wolves and Thouls that roam the valley floor; her magic longbow, Swiftdreamer, leaves many of them dead behind her. The cliff climb is difficult, but Edrie finds the entrance to the tomb with the help of the ancient scroll.

A secret door opens as she recites the magic words from the scroll, and Edrie looks upon four crystal statues that glow in the tomb's entry hall. With the magic light to guide her, she easily discovers the vast treasure of the tomb. Coffers of uncut gems, chests of skillfully made weapons, and urns overflowing with coins fill her vision. The walls around her are smooth stone, obviously blasted by magical fire into their unnatural lines.

After a few moments her eyes adjust to the light — several dark shapes loom just beyond the range of the statues' lines. Being a careful person, Edrie moves to check the shapes beyond the statues when suddenly the steady glow of the magical brightness before her increases. She moves bow ready — to face the Living Statues that move toward her, preparing to attack!

The characters

Edrie Solo

Alignment: Lawful
Class: Fighter
Level: 8th
AC: 4
hp: 74

Abilities

Strength: 18 +3 to hit/+3 on damage
Intelligence: 14
Wisdom: 11
Dexterity: 17 +2 to hit
Constitution: 18
Charisma: 13
Spells or magic staff save: 12
Edrie's adjusted roll to hit AC 4 with a sword: 7
To hit with her bow: 5(4).
Adjusted damage: 1d8 +3 w/sword — 1d6 w/bow

Edrie is a female fighter of some ability, and carries the usual dungeon exploration items: rope, lantern, iron rations, etc. Her task is to defeat the magical guards and escape alive with the treasure of the tomb.

Living Statues

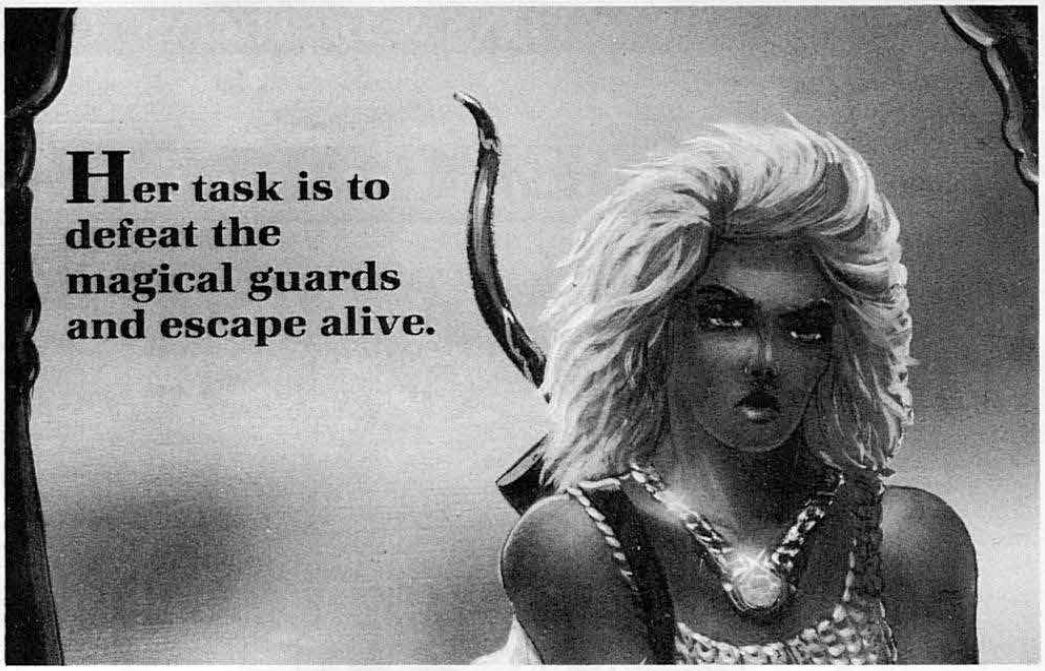
AC: 4
Hit dice: 3
hp: 18, 12, 6, 5
Move: 90'(30')
Attacks: 2
Damage: 1d6/1d6

The Living Statues have been magically set there to guard the tomb. Their task is to destroy intruders at all costs. They close the door and one also stands there to prevent escape.

DM's Section

Edrie has a tough task ahead of her. She has several options. There are a number of objects in the treasure that she can use to aid her if she is willing to grab them up and trust her luck. Admittedly, searching for treasure while being hacked by monsters is not usually a good idea, but if the player takes the time to ask the Dungeon Master about the things Edrie saw before the attack, she might find something of use.

There is a large spear sticking out of the weapons chest. It is a +2 weapon. If she starts moving around she will kick over a quiver of ten +2 glowing arrows. Each of these arrows has a *Continual Light* spell on it. They are sucker bait because she can't draw her bow again in melee. If she takes this route she will fail.



At the back of the treasure area is the burial bier of the wizard that made the tomb. He lies perfectly preserved atop a strange, richly-carved black stone. All magic will not function within five feet of this stone. If for any reason Edrie gets by this thing the Living Statues will return to the door until she gets away from the stone.

There is one more item — a huge mirror — in the shadows near the bier of the wizard. If Edrie comes within five feet of the mirror it will flash brightly with magical light. This light will drive back the Living Statues for three melee rounds. The mirror stands ten feet tall and five feet wide. It has a frame covered in uncut gems that sparkle brightly in the magical light cast from the mirror's surface, with carvings on the frame depicting strange shapes and devices. If Edrie looks into the mirror, the surface will get cloudy and then reveal strange and unusual landscapes. The mirror is a magical portal into other dimensions. This particular one is specifically designed to transport those who touch it to any of the TSR role-playing worlds. In these other Planes Edrie will be rerolled into a female with above normal abilities, stats and items. This character has the knowledge acquired in her D&D® game life, but has the powers and abilities of her new Plane of existence.

The mirror's transporting abilities are activated by any type of touch. This includes magical *Telekinesis,* touching with weapons or hooks or ropes or the like. In other words, any effort to move the mirror results in transportation.

In addition, the mirror has the ability to create a portal back to the original Plane that is within 100 miles of where the character lands after being transported. The character knows that a way back to their original plane exists, but she must discover its whereabouts.

If Edrie is not going to explore the treasure, but rather, stand and fight, she must get her back to the wall. If she does not, she will be struck from behind as well as the front and the creatures will hit her more easily.

If more characters enter this tomb create four more Living Statues with the same hit point total for each group of four. If characters over 8th level enter it will be necessary to make one Living Statue out of each four completely magic resistant. This means that a +3 sword will not do the additional +3 in damage or a *Fireball* will not work on that creature.

If Edrie attacks the Living Statues from outside the magical entrance, it will close for ten years and also magically heal all damage done to the Living Statues.

Special Notes: All items brought back into the D&D® game will function according to their counterparts in the magical plane.
Gunpowder or electric devices will not function. Learned abilities that can be translated into D&D game terms will stay with the character. A better catapult, the method to make acid — things that are easy to do but just haven't been invented on the more primitive plane can be brought to the magical plane. Don't let them build a tank or computer.

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: I judged a game where a magic-user fell through a closing pit trap. She wanted to use a *Floating Disc* to activate the opening and get out. Is the disc able to do that?
DA: One surface of the disc is solid enough to do this and it is conceivable that due to the need for the disc to stay within six feet of the caster that a position could be arranged where the disc could open the trap. All of this would have to be carefully planned out and just the right circumstances would have to exist. If the pit were deeper than ten feet it would not work.

DQ: My players want to use a *Detect Invisible* spell to detect secret doors. Is this possible?
DA: The spell effects do allow the caster to note "all invisible creatures and objects within range." It doesn't allow for seeing through objects that block an invisible object. If a tapestry weresecret door, the caster could not see the secret door through the tapestry.

DQ: If a thief hides, the rules say that he or she does not know if the act is successful or not. I maintain that a halfling hiding is different. If a halfling hides, shouldn't she or he be able to tell if it is successful or not?
DA: Although the methods to determine a halfling hide is different, it is the same sort of effort. He or she will not know if such an attempt is successful, just as thieves don't.

DQ: My characters always listen at doors. Because of this I think that I should be able to increase my chances of hearing things through practice. My DM disagrees. Who do you think is correct?
DA: Listening is not considered a learned skill. It is physically not possible to significantly increase one's ability to hear things by constantly "trying" to hear. Your character may practice all he or she likes, but it won't help.

DQ: Do I have to use the Monster Reaction Chart every time characters encounter a monster? What if the monsters are there as guards and the player characters are not supposed to be there?
DA: The Monster Reaction Chart is only to be used as a guide. Naturally, monsters and other beings who have specific parts to play in a dungeon or lair are going to react logically to the situation. They will not be "Possible friendly" if they are being invaded or robbed by player characters. The chart was created to make sure that every encounter between player characters and other creatures didn't result in a pitched battle.

DQ: It says in the rules that "Any victims who die from having their blood drained by a giant vampire bat must make a Saving Throw vs. Spells or become an undead creature 24 hours after death." If they die what difference does it make if they become undead or not?
DA: Although the newly undead characters will not care any more, I can assure you the new player characters that replace them will care when hordes of undead former player characters start ravaging the countryside.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: My DM says that I must have the building materials on the site when I use my *Lyre of Building* to create a castle keep. I maintain that the magic of the Lyre creates the materials as well. Who is right?
ADA: The Lyre only provides the magical labor force, it does nothing to create the building materials.

ADQ: Can a Monk character use both *Gauntlets of Dexterity* and +3 gloves (from DRAGON® Magazine) at the same time? Will the effect of one set negate the other when worn together?
ADA: First of all, the items which appear in DRAGON® Magazine are not official unless otherwise stated. Even the ones which are stated to be official are not in final form. They are presented as a rough workup, and they will certainly be adjusted and redefined in some ways before inclusion in any revisions of the system. I can give you a working rational for items such as +3 gloves, but there is every chance that official work (if any) in the future may contradict this.

As a rule of thumb, assume that no character may wear more than one item of the same type on the same part of the body at the same time. Thus, while a ring and gauntlets could conceivably be combined, gloves and gauntlets are the same type of item and could not be used together.

ADQ: A red sphere Ioun stone adds +1 to dexterity (18 maximum). Can it raise a Half-Orc's dexterity above the racial maximun?
ADA: Yes, but only while being used. These things are very powerful and will increase ability scores above racial maxima.

ADQ: I have two Magic-User hirelings and my DM will not allow me to pick all of their spells before we go off on an adventure. She insists that they take things like *Read Magic* and *Read Languages* when I want them to take *Charm Person* and *Magic Missiles*. Is this fair?
ADA: All hirelings in the AD&D game system are not just slaves to their masters every whim. They are unique individuals with established character traits. Your DM has determined that for some reason your hirelings strongly desire to rely on certain spells. This is proper within the rules systems. It becomes your task to determine what causes this and try to turn it in a way that will become useful to you and your adventure. Remember that you can always get new hirelings.

ADQ: My DM forces my player character to display his *Medallion of ESP* every time he wants to use it. I want him to be able to hide it under his clothes so that it can't be detected. It doesn't say that it won't work in the *DMG*. Doesn't it function when covered?

ADA: That particular ruling must stand if your DM wishes it so. But for consistency sake this ruling should apply to your foes as well.

BOOT HILL®

Wild West Game

BHQ: I played in the module *Lost Conquistador Mine* and made the mistake of having my character steal a horse during a getaway from some gunfighters. He was chased down by a Vigilante group and in the shoot out that followed was told that the darkness modified his fire by 20%. Was this fair?

BHA: There were additional rules to the module to take into consideration just these two situations. The Vigilantes were a factor in the west and the rules provide for this group acting quickly in matters centered around " . . . murder, arson, molesting a woman, jailbreak, cattle rustling, horse stealing. . . ." These things could lead to instant hanging. Also, there needed to be some rules clarification on gun battles at night. The modifications for darkness deal with an average night and can be changed at the whim of the referee for exceptionally bright nights or exceptionally dark ones (depending on the type of moon).

BHQ: I want my character to buy a gatling gun and a cannon from the local fort or from the Mexicans across the border. He has already spent over $10,000 trying to get these things, but my referee won't let him have them. I know they exist; why can't I get them for my character when I am willing to pay any price for them?

BHA: You have made one of the common mistakes that many players make in role-playing games. You cannot assume that things that existed in that time period are generally available to all people. An item like a canon would cost a great deal to transport. It could easily ruin game balance and there are several reasons why a person could not get such an item. Even if you got it for your character, there could be a strong case made for it blowing up the first time an inexperienced person used it.

DAWN PATROL™ **Aerial Combat Game**

DPQ: When the players are setting up a new game using the rule for Random Combat Determination and a balloon is indicated, is the "Location of Combat" table used?

DPA: No. Although most random air battles will occur on the German side of the lines (as occurred historically), balloon games are the exception — they have a 50% chance of occurring on either side of the lines. One die is rolled: 1, 2, or 3 means the balloon will be Allied and a 4 - 6 means it will be German. Incidentally, if there are an odd number of players in a balloon game, the extra player should be on the attacking side.

DPQ: Can a pilot overdive to go beyond the normal restrictions of a maneuver performed in a combat situation?

DPA: No. When a maneuver is performed in a combat situation (that is, any time the use of maneuver cards is called for by the rules — as in a close range, head on attack or a tailing situation), the altitude restrictions are absolute. Overdiving is only done when a pilot wishes to push his plane beyond its maximum dive rate (and he can never voluntarily overdive more than 300′ in a game turn).

DPQ: If a pilot is flying a plane with a 90 degree rotary right turn capability and is being tailed, when can he use the 90 degree turn?

DPA: In all situations when the use of maneuver cards is called for by the rules, the rotary right turns can only be made after the completion of the maneuver chosen (that is, not until the plane has moved one square out of its maneuver). This is true for the following plane as well.

DPQ: If only one member of a German two-seater crew has a parachute can he ever give it to the other one?

DPA: No.

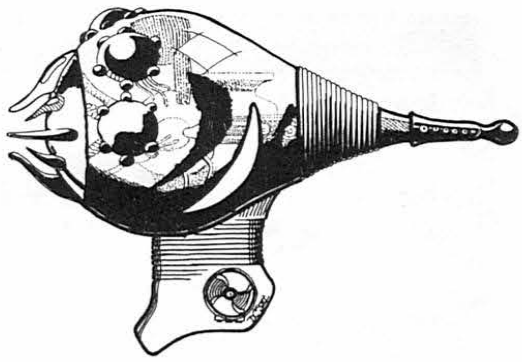
gamma WORLD®

Science Fantasy Game

GWQ: Why do the characters have to try and figure out things? It should be obvious to any being how a gun or things like that work to anyone who plays many science-fiction games.

GWA: It shouldn't be obvious how things work. Note the illustration above from the S3 module. The devices of the Ancients are years ahead of what we have today. Take into consideration how much the rifle has evolved in 300 years and apply that to the rifle of 300 years from now.

Game balance also plays a part. The characters cannot have everything handed to them on a silver platter. Also, a great deal of fun can be had by presenting the characters with strange objects that would be immediately recognizable to us today.



GWQ: Why in the world are characters automatically hit when struck from surprise?

GWA: This decision was made to reflect how truly helpless a being is in an ambush situation. It was also made to give player characters advantages against the many powerful creatures of the game. It works for the characters more often than against them. If you are getting surprised too often, be more careful with your next character!

GWQ: My referee isn't checking for reaction with the NPCs we meet. She says she has them already planned out.

GWA: In all role-playing games, the referee calls the shots, right or wrong. This case is perfectly acceptable if the breaks go with the group as often as against them. Remember, when it stops being fun it's time to stop playing.

GWQ: I have a list of weapons I would like to use in the game. Would you list what Weapon Class they should be and the amount of damage they cause?

GWA: I can list what I would place on them as a referee. What your referee wants to do could be a vastly different matter.

Weapon	WC	D
Bolo	1	1d8
Sheriken	2	1d4
Quarter Staff	2	1d6
Machine gun	11	4d8
Vibro Sword	5	40 pts.
Thrown boulder	1	var.
Thrown humanoid body	1	1d6
Squirted liquid	(any type)	var.
Fist	(Per attackers HD)	1d6
Driven vehicle	2	var.
Indirect fire weapons	3	var.

* var. means variable depending on the wishes of the referee.

GWQ: I have a mutated bear character and my referee maintains that since it hasn't any armor its armor class is 10. I say it should be 5, just like a Dabber or a Jeget.

GWA: The armor class of a species is not just based on the thickness of their fur or hide. It is also a function of the species' speed and size. The 10 for no armor applies to human types that are walking around in their skin and little else. I agree with you that a bear type rates better than a 10. It is still up to your referee to determine the actual number. I would say it rates anywhere from 7 to 4 depending on how fast the creatures of your referee's world are. I would place it at a 4 in mine.

GangBusters™

1920s Adventure Game

GBQ: I like the fistfight system in the game, but I don't get to use it very often. Everyone is always carrying guns. This often leads to losing a lot of player characters. What can I do?

GBA: There are several ways to decrease the lethality of your game:

1. Remind your law enforcers that a live criminal full of information is more valuable than a dead one. Of course, you have to have done your homework as judge and worked out what the captured criminal will know!

2. There are many situations where characters begin hostilities 10′ or less away from one another. Have NPCs you are running attempt to disarm and fistfight in such situations. Your player characters will quickly see the advantages of this type of procedure.

3. You can always have your law enforcement agencies issue warnings to officers about the use of firearms in crowded public places or the public streets. As judge, you could assign a percent chance that missed shots hit innocent bystanders, resulting in legal actions against the officers who fired.

GBQ: I have been playing in the GANGBUSTERS™ game module *Murder in Harmony* for weeks now and finally believe I know who the killer was. Tell me if it was Frankie Sansotta? It must be him.

GBA: That module has received a great many good comments. I won't tell you if you are right or wrong, but that module is one of the best reasons why playing GANGBUSTERS game can be so much fun. There are few modules out right now that will make you work harder to solve your adventure.

STAR FRONTIERS™

Science-Fiction Game

SFQ: Can I have a planet with green sky?

SFA: Yes, but it will be a very rare thing. The color of the sky around most planets that have atmosphere will be either blue like Earth or reddish. The color has less to do with the color of the planet's sun than with what is in the atmosphere. The light from the sun is deffracted by things that hang in the atmosphere. On Earth, water and dust diffract the "white" light of the Sun and create a blue sky. This will be the case on most planets. If there is a lot of dust in the air, the sky will have reddish color, much like the sunset on Earth.

A green sky could happen if there were photosynthetic algaes or microplants floating in the atmosphere. The plants would absorb some of the sunlight to grow, creating clouds of green haze.

This in turn could lead to other problems. The heat coming from the surface of the planet would be bounced back by the cloud layer. This would raise the temperature of the planet. This is called a "greenhouse effect." Venus is an example of this. Also, with the increase in heat, more water would evaporate into the air, so it would rain more often. Also, the algae or micro-plants might make breathing the air dangerous since these plants would be drawn into the lungs. On such a planet, a gas mask or filter would be necessary. Such a planet would not be a very pleasant place to live.

SFQ: Is it possible to have a world entirely covered with water or a planet that has no water?

SFA: Yes, it is; either extreme wouldn't be places very suitable for human life. An all water planet would probably be nothing but a misty globe with the atmosphere almost as full of water as the surface itself. A totally dry planet has no water necessary for human life or to help protect the planet from harmful radiation emitted by its sun. Under current theories, neither planet would be considered suitable for human life.

SFQ: I played in STAR FRONTIERS™ game Referee's Screen Mini-Module and had the misfortune to have my character release the spores in the Medical Lab during a combat with Sathar. I say that opening that section of the ship to the vaccuum of space should have cleared out the spores. My referee insists that that wouldn't be enough.

SFA: If your referee maintains that outer space will not kill the spores, that is the final answer. Remember that the ship was found floating in space with its systems shut down. This would support the resistance to the effects of outer space vaccuum on the spores. There was a cure in the lab area for the disease but when the ships areas are hit with vaccuum this could easily destroy the more delicate equipment on board.

TOP SECRET®

Espionage Game

TSQ: A sniper fires at his target and misses. The target runs, but another character shoots and kills the target. Would the assassination be clean or ultraclean?

TSA: Because the assassination took more than one shot, it is considered a clean assassination, not an ultraclean. If both agents missions were to assassinate the target they would share the 300 experience points equally. If either agent were an assassin, that agent would gain an additional 100 point bonus. If either character were an NPC, the experience points would still have to be shared.

TSQ: Some of those Areas of Knowledge are pretty useless. Why would anyone want to have knowledge in things like Religion or Home Economics and play the game?

TSA: One of the most interesting concepts in the TOP SECRET game is the fact that all bureaus must have a large knowledge pool to draw from in working out assignments. All of the areas listed can play an important part in working out a mission. A mission could take an agent to the Vatican where knowledge of Religion is essential for the agent to get around. A good administrator will make sure that their game uses the skills of all the player characters.

TSQ: My player character likes to use a crossbow in his assassinations. I question the 6 phases to reload one. The newer models break and are ready to go in 3 phases or less. If I can prove to my administrater that this is true can the reload time be lessened?

TSA: The time given for that weapon didn't take into consideration any unusual designs. If you present proof there is no reason why the reload time can't be changed. Give some thought to the environment at the time of reloading. If there is a need to stay hidden or the agent is trying to do something else, these factors will be important in the reloading time.

THE AD&D GAME EXAM

by Philip Meyers

Many of you may or may not remember the following exam from the pages of issue #47 of DRAGON® Magazine. Those of you who've been around long enough to have taken it the first time probably don't remember the answers anyway. The quiz below is designed to test your knowledge of the AD&D game rules; it is not intended as a "trivia contest." If you play the AD&D game but do not ever act as DM, don't expect to come anywhere near answering every question correctly. Unless the question states otherwise, do not refer to the rule books while taking the exam. If you feel a question is ambiguous or is a matter of opinion, try your best to answer it anyway. You may find that the answer takes this into account.

Part 1: The *Monster Manual*

True or False

1. Skeletons are a malicious form of undead that hate human life.
2. Despite their low hit dice, Ogre Magi make deadly foes.
3. There are five types of "true" Giants.
4. Red Dragons are the most feared type of evil dragon because they are the most vicious, are less likely to be asleep at any given time than any other kind, and are more common than the other kinds.
5. Barbed Devils cannot be Turned by Clerics.
6. Higher-level fighters prefer to fight Goblins rather than Orcs, even when they must face two or three times as many Goblins as Orcs.
7. Ki-rin and Djinni come from the Elemental Plane of Air.
8. Trolls are a lot tougher now than they used to be.
9. Werebears are the only kind of lycanthrope aligned towards Good.
10. A Mind Flayer is no longer dangerous to high-level characters once its psionic blasts have been expended.

Part 2: The *Players Handbook*

11. Elves have a special resistance to *Sleep* and *Charm* spells, as do half-elves.
12. For the major character classes, a prime requisite is required for a character to gain the 10% experience bonus.
13. Halflings never have infravision.
14. Assassins, Paladins, and Monks must be human.
15. Dwarves and halflings cannot become Magic-Users because the customs of their respective races prohibit it.

Character classes

Questions 16-20 pertain to the different classes. Choose one of the four sets of questions below

(a, b, c, or d) as the one that will count for purposes of scoring.

a. Fighters

16a. The first things a new first-level Fighter buys for adventuring are a weapon, a shield, and a suit of plate mail.
17a. A Fighter with a +1 Plate, a +1 Shield, and a Dexterity of 15 has an AC of -2 versus frontal opponents against whom the shield can be used.
18a. Other factors being equal, Rangers and dwarven Fighters often prefer humanoid opponents.

b. Clerics

16b. A first-level Cleric has no chance of Turning a Wraith.
17b. The clerical wisdom bonus for spells begins at Wisdom 15 and can give a Cleric as many as eight additional spells.
18b. All Clerics cannot wait to reach 8th level, for it is then that they acquire the ability to cast the spell, *Raise Dead*.
19b. An evil Cleric can have a *Cure Light Wounds* spell and a *Cause Light Wounds* spell at the same time.
20b. A Druid can use edged weapons of some kinds, but a normal Cleric cannot.

c. Thieves

16c. Overall, a human Thief is superior to Thieves of other races.
17c. A 9th-level Thief does quadruple damage with a successful backstab attack.
18c. A Thief's ability to hear noises (listen intensely) does not increase quickly compared to the other Thief abilities as the Thief advances in level.
19c. A Thief cannot be lawful in alignment because to steal something is an unlawful act.
20c. At the 9th level, Thieves acquire the ability to read magic scrolls and use *Crystal Balls* and other scrying devices.

d. Magic-Users

16d. There is no way for a Magic-User to retain a spell in memory once it has been cast.
17d. An Arch-Mage is a Magic-User who has reached the 18th level of ability.
18d. All Magic-User spells have at least verbal and somatic components.
19d. As is true for Clerics, Illusionists have only seven different spell levels, whereas Magic-Users have nine.
20d. The spells *Magic Missile, Lightning,* and *Cone of Cold* gradually increase in the amount of damage they do as the caster gains experience levels.

Part 3: Miscellaneous multiple choice

Choose one answer only unless the question asks for more than one.
21. The letters "TSR" in "TSR, Inc.," stand for:
(a) Theoretical Simulations Rules
(b) Totally Silly Rules
(c) Tactical Studies Rules
(d) Takers Sans Remorse
(e) None of the above
22. Which of the following do *not* drain energy levels? (1) Wight, (2) Shadow, (3) Spectre, (4) Ghost, (5) Vampire, (6) Lich
(a) 2 and 6
(b) 2, 5, and 6
(c) 2 and 4
(d) 2 and 4
(e) All of the above
23. How many rule violations are there in the following scene?
. . . our halfling Thief Nodgard, having had enough poison gas for one day, disappeared into the shadows where the golem could not find him, try as it might. Only barely did little Nodgard avoid the creature's grasp and hide safely. The rest of us, seeing that our friend was indeed in peril, went to the attack. In the next round Droth, our human sixth-level Fighter, fired an arrow at the towering menace, then drew his enchanted blade and damaged the creature severely on the leg. Our Wizard let fly a volley of *Magic Missiles* that blasted holes in the golem's body during the same round. The next round the golem breathed forth a cloud of poisonous gas upon Droth. He rolled an abysmal 1 as his saving throw, but thanks to his many protection devices he was saved. His great strength made the 1 he rolled on his own attack a hit, and the golem, responding to instructions given it by its master, fled from us. Victory was ours!
(a) 2
(b) 4
(c) 5
(d) 6
(e) 7
24. Which of the following treasures is most valuable?
(a) 2200 ep
(b) 200 pp
(c) 203,000 cp
(d) 10,500 sp
25. Which of the following monsters appeared originally in Tolkien's *Lord of the Rings* and has a new name in the AD&D™ game?
(a) Eye of the Deep
(b) Ettin
(c) Treant
(d) Lich

Part 4: Magic Items

True or False
26. Flying Carpets come in many sizes.
27. *Javelins of Lightning* can be reused if they can be retrieved.
28. Potion effects are additive, and several may be taken at the same time.
29. A retributive strike results in a more or less powerful explosion.
30. An artifact can be destroyed only in one certain way.
31. A sword with an Intelligence of 6 or higher can speak to its wielder.
32. A *Poisonous Cloak* is indistinguishable from a *Cloak of Protection* until worn.
33. An *Efreet Bottle* contains an Efreet that will serve as the Djinni from a *Ring of Djinni Summoning* will.
34. An *Iron Flask* is a cursed item that draws its owner inside and imprisons him or her within.
35. Wands operate at the 6th level for the purposes of magic resistance.

Part 5: Short answers on miscellaneous topics

36. You are a 5th-level Magic-User casting a 1st-level spell against a creature that is 35% magic resistant. What is the percent chance that the magic resistance will spoil the spell?
37. You are a 4th-level Fighter with 17 hit points. An enemy Magic-User throws a *Fireball* at you; the blast center is 16' from where you stand. The *Fireball* does 30 points of basic damage. You roll an 18 as your saving throw. What is your hit point total after the blast?
38. You are an 8th-level Ranger being attacked by a band of 17 Kobolds. How many attacks per round do you get against them?
39. A huge very old Red Dragon has just breathed on you. You are a dwarven Fighter, 3rd level. Assuming you have no magical protection from the fire, is there any chance that you will survive?
40. Which two of the following monsters are of the same alignment: Asmodeus, a Night Hag, Juiblex, a Quasit, Bahamut?
41. What are the four creatures that serve Magic-Users as special familiars?
42. What character class requires the fewest experience points to advance from 1st to 2nd level, not including Bards?
43. Rank these monsters in order of their number of hit dice, from largest to smallest: (1) Kobold; (2) Bugbear; (3) Orc; (4) Gnoll; (5) Ogre; (6) Goblin.
44. Which of the following weapons does the greatest possible damage against a large opponent; dart, arrow, mace, spear (thrust), halberd, quarterstaff.
45. Why are the Druidic elemental summoning spells more effective than the Magic-User spells of the same kind?

Part 6: Some "hard" questions

46. In an arena a dwarven Fighter and an Ogre are forced to fight to the death. Both the Dwarf and the Ogre are average in all respects. The Dwarf is 4th level and is armed with plate mail, shield, and a longsword. If the performance of both in combat is average, who will win?
47. The mad wizard Quendirl claims he can drain away the sea by means of a single magic item. What item? (You may consult the magic item lists in the *Dungeon Master Guide* for this question. No artifact is involved here.)
48. Enchantress Elvira has made a pet of a very young Black Dragon and wants to put it in the swamp near her tower to keep nosy people way. She realizes that the dragon is too small and weak to be of much value in this regard. She is not worried, however, for she has a foolproof scheme for increasing the dragon's hit points to a respectable level in only two weeks' time. How can she possibly do this? The increase in hit points she contemplates will be permanent.
49. Lord Edward the Unfortunate was having a bad day. First, a 5th-level Magic-User threw *Magic Missile* at him. Then he fell into a 10-foot-deep pit (plain), whereafter a huge ancient Red Dragon breathed on him. He climbed from the pit and a Giant Rat bit him. He took the maximum possible damage from attack form. How many points of damage did he take altogether?
50. Garigax the Tricky, a Thaumaturgist, was contemplating a means whereby he and his 2nd-level apprentices could cross a rushing river with all their equipment. The way looked difficult, for Garigax had but one *Fly* spell, and the spell would not last long enough for him to carry all his apprentices and their gear across, even if the weight should not be too great. After pondering the problem a long while, Garigax shouted, "I have it!" and told the others of his plan. Thereafter they all slept for a time. When they awoke the apprentices began studying their spell books as Garigax made lunch. After a hearty meal they lined up and all began incanting at the same time. Soon thereafter they were seen on the other side of the river. Garigax and his apprentices owned no magic items, and no creature aided them in crossing. The river was too fast-moving to swim, and Garigax and his minions had no ropes or any other kind of conventional river-crossing equipment. How did Garigax and friends accomplish such an astounding feat?

Answers on back inside mailer cover.

DO IT YOURSELF
Solo Adventuring in AD&D™ Gaming

by Roger E. Moore

Role-playing games are designed, by and large, to be played by groups of people. This isn't always possible, however. Many people, judging from the mail that POLYHEDRON™ Newzine receives, have difficulty finding people to game with them because other gamers lack the interest or do not live nearby. This sad situation can be rectified by trying solo gaming.

Solo gaming, as you would expect, is difficult to do; there have not been any hard rules laid down about how to go about it, but this immediately comes to the player's advantage in that the gamer gets to make up his or her *own* rules! Obviously you have to be careful in going about this to make the game continuously interesting to play, but think of it as a chance to test your skills at real game designing. You become not only the player, but the referee and the game creator as well.

For purposes of this article, we will take a look at ways of setting up different types of solo games using the AD&D game system; some of these guidelines may be transferred to other games like GAMMA WORLD®, STAR FRONTIERS™, TOP SECRET®, GANGBUSTERS™, BOOT HILL®, and, of course, the ever-popular D&D® game.

Some basic considerations need to be addressed before setting up an AD&D solo adventure or campaign. The number of player characters or major characters involved, their level and class, how they should be outfitted, the nature of the immediate adventure (arena, dungeon, wilderness, or otherwise), the "home lands" presently known to the character(s), the mapping system used, and the system for determining reactions of NPCs to the major characters should be noted beforehand.

To a great extent, the type of adventures you want to run will dictate the type of character it is best to use. Arena adventures, further detailed below, are best played with fighter-class characters. Dungeoneering adventures may be played with any sort of character, but it is preferable in these types of games to run more than one major character. Dungeons traditionally produce more than one opponent, unlike one-on-one arena battles, and a small group of major characters is a better option than a single higher-level character, offering much more flexibility and strength.

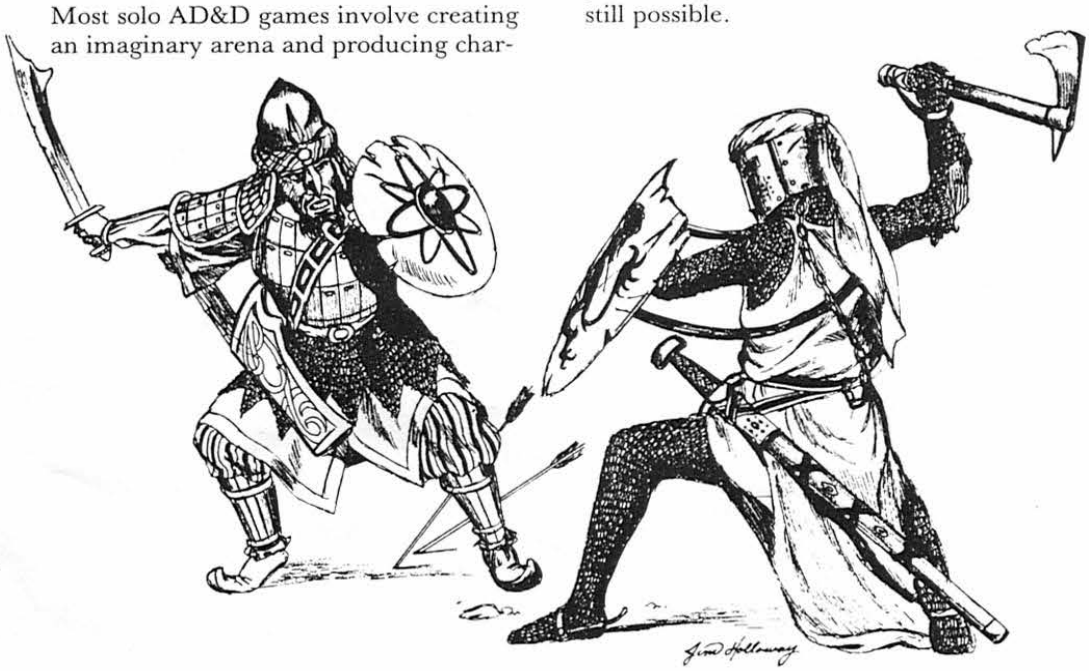
If dungeons and arenas are too confining, then there's the Great Outdoors. This presents new problems, however. Outdoor adventurers, because the power of monsters one meets is so much greater than in a low-level dungeon, should be of respectable level (4th or above) and travel in groups of at least three or four. Henchmen and hirelings may be used to fill out an adventuring party to make it tougher and increase its survivability, but the gamer should try to keep the numbers down to manageable levels.

Some of the types of adventuring setups are listed below, with suggestions on how to produce characters and backgrounds for such games. Since these are only guidelines, you may alter or add to them to find a style of solo gaming that you most enjoy.

Arena combat

Most solo AD&D games involve creating an imaginary arena and producing characters that will go into it in combat against other characters or monsters. The options in this sort of game are quite limited, since it boils down to a question of kill or be killed. This can be a good way to familiarize oneself with the AD&D combat system; if you want to run nonlethal arenas, some solo battles between unarmed and unarmored opponents ("All-Star Monster Wrestling") will go a long way in helping you figure out the weaponless combat system in the *DMG*.

The set-up for arena battles is relatively simple. You roll up a few major characters and their starting money, decide what equipment they will buy, and then design an arena for them to fight it out against each other or a set of randomly-rolled opponents. The problem in developing scenarios like this is that the AD&D game doesn't break the movement and combat system down far enough to do a completely accurate and playable tactical game. If accuracy is not especially important, then you can set up the combatants and move them in the arena as you desire. Combat, using initiative and so forth, is resolved as normal; the player must run both major characters and opponents at the same time, which can prove difficult but still possible.



The opponents one faces in an arena can be put on a random-roll table drawn from the wandering monsters sections of the *DMG,* fixed so that overwhelming (or underwhelming) force is not brought to bear against the characters. The player may equip the opponents as desired, or may use even more random roll tables designed to outfit opponents at random (thus your characters could face orcs in plate mail using daggers, or gnolls in leather with two-handed swords, and so forth — perhaps not entirely logical, but varied enough to hold your interest).

For a reward, the major characters can receive money, experience points, and perhaps magical items. It might be worthwhile allowing arena characters to purchase certain magical items with whatever money that they earn in the arena; the costs tables in the *DMG* for magic items should be used unaltered for this purpose.

Two things must be remembered here. First, buying magical items in this manner is *not* recommended at all for normal gaming; in solo adventuring there is nothing wrong with it. It can be assumed that these items are available at that ubiquitous fixture of nearly all fantasy role-playing campaigns, the Magic Shoppe. No experience points will be earned for any weapon that is purchased in a shop like this, and it is possible (depending on the tables you create) that the monsters or warriors that your characters fight might have been to the Magic Shoppe, too! If the opponent is defeated, whatever items the opponent owned can be given to your character, but this may push the game too far out of line. Have the major characters use only those items, magical or otherwise, that are personally purchased. This keeps the character from becoming too powerful too quickly, and ensures a long and steady progression for the campaign.

A second consideration involves how much cash can be awarded per arena battle. As a rule of thumb, I suggest awarding around 100 g.p. per fight; this would mean some 20 fights, at least, until a +1 sword can be purchased. If this is too long to wait, up the stakes to a maximum of 500 g.p. per fight, or create a random offering after each fight of 50-500 g.p. Miscellaneous items, and weapons, can be purchased for the right amount of cash.

As a final thought, one might want to create a regular team of gladiator-fighters (fighters are the only class of character that really fit in an arena-style campaign) that all progress together in skills and abilities, as well as cash awards. Perhaps they will have a team name (the Greyhawk Warlords, or the Blackmoor Bandits, or something) and compete against other teams you design, either human or non-human. Characters reduced below zero hit points might be considered seriously wounded, not slain, and wouldn't receive any experience or cash for the battle. It sounds like fantasy pro football.

Dungeon Adventures

Dungeoneering expeditions in solo games are more difficult to run than arena battles, but offer that much more variety. To start, simply declare that there is a dungeon somewhere with an entryway matching one of the starting configurations for random-roll dungeons in the *DMG* (see Appendix A), create your party, and have them proceed in to investigate things. This sounds simple, but you will find that some "test runs" of the system will need to be made to fine-tune it to your enjoyment.

The dungeon is created according to Appendix A's roll-up tables; this will, on occasion, produce some very wierd dungeons and you should make notes on how to arbitrate strange results of the die. You might find it advisable to fiddle with the room size and shape tables, since triangular rooms and the like are hard to map. If you have the major characters search a room, you can make up a chance they discover some old furnishings (using Appendix I, Dungeon Dressings), stray coins (only a few at a time), or slain monsters and characters from past (assumedly unsuccessful) adventures. Test runs of this system will undoubtedly give you ideas for further additions to the system; this is part of the joy of game designing.

In dungeons, unlike arenas, not all beings your party meets will necessarily be hostile. As you run your characters through a solo dungeon, make some notes on creating tables to determine the reactions of the monsters encountered. Some creatures, like centipedes, will attack mindlessly in most cases, though fire may have a chance to drive them away. Orcs, depending upon your party's composition, might attack but might be bribed or even be intimidated by your party (if big enough) and flee. Intelligent monsters can have fairly complicated reaction tables designed for them, though you can combine tables to ease the burden of record-keeping (maybe hobgoblins, orcs, and goblins generally react the same way).

Treasure should be reasonable, but again, since you are the only player, whatever you decide goes. You would do well to exclude artifacts from treasure lists, but any other sort of item may be uncovered as you adventure along.

As a final thought, you might set it up so that the characters have a place to go back to rest up, be healed, and so on. You could create a friendly but slightly greedy high-level mage or cleric as a non-adventuring character who will cast the needed *Remove Curse* or *Raise Dead* spells, for a price, to keep the campaign rolling; of course, in order to utilize the spell-casters powers, the group must bring the unfortunate characters requiring de-cursing or resurrecting *out* of the dungeon. Use the clerical spell costs table in the *DMG* (pgs. 103-104) as a guideline for making up magic-user spell costs.

Wilderness adventuring

Finally, there is the most complex situation of all in soloing: hiking through the outdoors. This presents special problems all its own.

The adventure setting could start from a town or castle, with a 20-mile radius around mapped out as the referee desires. Because outdoor encounter tables can include both high-and low-level monsters at once, the recommendations made above on party strength and size should be considered. Assume that the major characters have been adventuring for a long time and may have accumulated quite a bit of treasure and money beforehand; you decide what's reasonable in this event. Henchmen and hirelings may be invented, using random tables or selection.

As a background for a solo wilderness campaign, it may be declared that the characters have decided to go out and explore the lands around for the sake of adventure. After leaving the edge of the "known world" map, the player rolls on the random wilderness terrain table in the *DMG* (Appendix B) to see what surrounding map hexes (assuming you use hexagonal-grid maps for your adventure) look like. Monsters may be encountered, villages discovered, and so forth.

Another suggested campaign would involve a situation similar to that in the "Snarfquest" comic by Larry Elmore in DRAGON® Magazine. Several major characters are created, of reasonable level (perhaps all at 4th or so); their mission (should they decide to accept it) is to leave their home tribe/castle/village, which has been isolated for generations, and go out into the outside world to get as many gold pieces and experience points as possible. Whoever manages to survive the rigors of the adventure and make it back to the tribe within a reasonable period of time, perhaps a year, will be considered for the leadership position of the home community. The highest level character wins. You send each character out in a different direction from their home, roll out their adventures for a week each in order, and see who makes it to the top.

Another variation is to make up a name-level characer like a Lord or High Priest, design a castle to base the operations from, and set 'em to work clearing away the surrounding terrain and exploring their world. The major character can have numerous followers, though perhaps only a few will be taken adventuring at a time. Allies (as well as enemies and monsters) may be encountered. A lawful good

Lord might meet a wandering NPC paladin, convince her (by die rolls) to become a henchman or ally, and after determining the personal characteristics of the paladin the player may use it as another major character to take adventuring. The possibilities are endless, though producing a satisfactory campaign may prove difficult at times.

Solo characters in "regular" games

It is generally not a good idea to use your solo characters in regular gaming campaigns with other players. Your way of playing solo AD&D™ games might not fit at all with the DM's way of gaming, and you may find it difficult to adjust your character's style to that of the group's. It is usually better to roll up a new character or use one already established in a regular group. If the DM and players look over your character and agree to allow it into the ongoing game, well and good, but don't push the issue if they refuse.

Final thoughts

The greatest blessing for a solo gamer is a computer system, using programs designed to take care of the often tedious die-rolling that may appear. Exceptionally complicated and complete environments and characters may be produced by computer generation; you could even set it up to tell you what the treasure you won *appears* to be, without telling you what it actually *is* until your character casts an *Identify* spell upon it, pays a bard to guess at its properties, or uses some other system to find everything out. You might even get the computer to produce some interesting "role-playing" of its own, using preprogrammed reaction tables for certain monsters and minor characters.

Programmed Modules: TSR, Inc., has produced two "Invisible Ink Modules" for D&D® gaming: *Blizzard Pass(M1)*, and *Maze of the Riddling Minotaur(M2)*. These are well worth checking out to see how programmed solo adventures may be designed. If you have some friends who would be interested in such a project, you could send solo modules (without the invisible ink) back and forth to each other. The basic rules book of the STAR FRONTIERS™ game contains a short solo adventure ("Pan-Galactic Security Breach") that serves as an example of this sort of module. This could provide hours of entertainment, both in creating such modules for your friends and in playtesting them as well.

Those readers with access to early issues of ARES™ Magazine know that many of the games featured in them were designed for solitaire play, which could be adapted into a solo adventuring campaign. The best such issues are #2 and #6 (the PANDORA™ Games), #4 (ARENA OF DEATH™ Game), #5 (CITADEL OF BLOOD™ Game), and #10 (THE RETURN OF THE STAINLESS STEEL RAT™ Game). Some hobby stores may have the boxed versions of these games; they are *very* highly recommended.

Any thoughts that you, the readers, have on solo adventuring, either in setting them up, types of adventures that can be developed, general philosophy and design problems to be overcome, or how solo games can be developed for different game systems (as listed above), can be typed and sent in to POLYHEDRON™ Newzine. Some of the best suggestions (if well written, and if they work within the rules of the game system) send may appear in print here. Grab a typewriter and send 'em in!

HIGH LEVEL ADVENTURES in AD&D™ Gaming

by Roger E. Moore

In most AD&D game campaigns, it is quite common to role play characters of no more than moderate ability, of "name level" or less. There are many game modules, articles, and scenario ideas to fall back upon in developing lower level campaigns, and the power of the characters is well-balanced in most cases against the power of the monsters the DM sets against them. Handling characters of up to "name level" is not much of a problem for experienced referees.

Unfortunately, this is not exactly true once the ethereal upper reaches of a character's potential are reached. There are few commercial modules available for AD&D gaming that require the use of exceptionally powerful characters; there are the famous giant-drow-Abyss modules, *The Tomb of Horrors*, and most recently the *Dungeonland/Magic Mirror* set (all by E. Gary Gygax). Many readers of DRAGON® Magazine found the articles on the Astral Plane (issue #67) and the Nine Hells (issue #75-76) quite helpful in giving high-level characters some places to go adventuring.

Yet this is not enough. There is little information for DMs to use as rules of thumb in designing their own high-level adventures and campaigns, and little for players to use in keeping their high-level characters playable. High-level campaigns are much more difficult to set up than low-level ones, but offer more diversity and interest to many AD&D game players. This article is a collection of observations made over seven years of gaming that apply to running and playing in high-level AD&D adventures; hopefully this will prove to be of help in getting high-level campaigns rolling on a straighter track.

Before starting a series of high-level adventures, the DM should consider several things. Is the campaign envisioned as a "giveaway" sort, in which characters will gain more than one level per adventure, pick up several artifacts each time, and slay lots of gods? Are the characters going to be challenged, frustrated, or given everything they want? How much control do you, as the Dungeon Master, have over the campaign? Are the players aware of any system of checks and balances your campaign has in effect? These are particularly important to high-level games in determining the character of the campaign.

Because high-level characters are inherently more complicated than low-level ones, DMs who plan to run high-level campaigns should be very familiar with the characters that will be running around in them; I usually pass around sheets of paper for players to fill out, describing their characters in detail with all appropriate notes about possessions, hirelings, special abilities, religious and political ties, goals, and so forth. This is invaluable in figuring out what sorts of encounters would best challenge these characters, though this sort of knowledge should not be abused. If Bonzo the Cleric was cursed to have a -5 save versus stoning, it isn't fair to throw medusa after medusa at him.

Getting to know the adventurers beforehand is helpful, too, in that the DM can decide whether to allow certain characters to participate in the games. There are some PCs around with strength scores of 19 or 20, which for high-level games is certainly possible, and there are some with strengths of 35 or 50 (totally ridiculous). A certain character might possess so many magic items that the adventure would be a pushover for him, and it is certainly desirable to exclude that character from an adventure (unless the player decides to have the PC dump some of the extra equipment for good).

This information can also give the referee ideas in developing adventures that will hold the players' attention; players like to have input into the direction the campaign takes. A cleric of Thor dedicated to giant-killing will respond better to transplanar forays into Jotunheim than to trips into the Abyss, even though the DM notes the cleric would fall easier prey to the varied demon-types of the latter. Poll the players to see where their characters want to go, and what they want to do. High-level PCs don't have to be led by the hand anymore.

As a general rule in these games, it doesn't always work to build bigger and bigger monsters. Any DM can make up a 50-hit dice, AC -12 super-demon from outer space that will scare the scabbard off even the most jaded Lord. This is no solution, this is overkill. What matters is using what's available in the most effective manner to challenge the characters and keep the players happy. Even orcs can prove dangerous to powerful characters if handled correctly.

A good example of this came up a few months ago. Some friends and I took our tougher characters out for a high-level adventure that the DM hinted would keep us entertained. We got out in the wilderness and were attacked by quaggoths, which really don't appear very bothersome. Unfortunately, these quaggoths threw big nets over our group in the middle of the night from ambush, and as the player characters tried to get to their feet, they were smacked with clubs, tied up, and dragged off weaponless. Once brought to a local castle they had their armor and gear taken away, were given rags to wear, and were thrown into a dungeon. All of this was played by the rules, and the looks on our faces when our 9th through 23rd-level gang was left with nothing but old prison shirts was probably pretty funny, though I have trouble remembering. We spent the rest of the time escaping from the dungeon and fighting off an assortment of low-level characters and creatures that normally wouldn't have gotten the time of day from us; when your 16th-level character has only a bad T-shirt for armor and a club made from a broken chair, it's amazing how nasty a 7th-level fighter in plate mail who's just killed a *Potion of Speed* will appear.

It should be obvious to many DM's that the most dangerous critters in the game, besides deities, are character types. A 17th-level Monk is a heck of a monster, and spellcasters of 14th-level or higher can be fierce. Non-player characters who have access to magical weaponry,

armor, spells, and an assortment of hirelings and financial resources to draw upon can present far more difficulties for player characters than demons or devils. Campaigns should not have a flood of 20th-level Archmages running around, but a couple of them here and there will make life more interesting, to say the least. All high-level NPCs the DM controls should be carefully played; it's assumed there isn't an infinite supply of them around, no matter what the DM feels otherwise, and care will allow the local Evil High Priests to cause problems for the Paladin Lords in the group for many sessions of play. Let the high-levels use their underlings to solve their problems; all too often, DMs let the high-level NPCs take it directly on the nose from the player characters, resulting in easy victory.

In examining the high-level modules mentioned above (with the exception of *The Tomb of Horrors*), it becomes apparent that character types and monsters frequently work together in coordination to make some parts of those modules quite dangerous. The strengths of these creatures are woven together to cover any weaknesses they may possess individually. One 12th-level Lord is not much by himself; add a group of 8th-level fighters behind him, and the opposition is stronger but still not very flexible. Now add a Wizard, two assassins, and a conjured efreet, and the opposition is capable of causing great havoc upon unprepared characters. DMs should play high-level NPCs carefully and skillfully, coordinating their efforts in combat and employing a "combined arms" set-up that uses mixed types of opponents.

It also helps to keep the players on their toes by having their opponents do unpredictable things. Everyone seems to expect an orc to carry a scimitar, but what about an orc carrying a ranseur with which it can disarm opponents? What about a lich using *Projected Image* while invisible? How many adventuring groups have actually gone through an area protected by *Guards and Wards* or *Antipathy*? In one campaign, an adventuring group was to meet a cute elf lady who seemed quite spaced out and had trouble even thieving properly; she was designed to fall for the most powerful male character in the group. However, the cute elf lady was actually a female drow assassin/cleric of high level who took drugs to change her skin and hair color; she only intended to use the group for her own purposes, and then abandon them and go her own way. Always keep 'em guessing.

High-level campaigns are difficult to envision within the limited confines of a dungeon. Dungeons generally serve as "training grounds" for less powerful characters, though of course there are some very tough dungeons that may be adventured into by willing characters. Many fantasy stories about powerful heroes show that the adventuring environment of such characters is very broad. Conan and Gandalf crossed large portions of their respective worlds and dealt with many persons and creatures therein, and Elric of Melnibone crossed whole universes and planes.

As characters become more powerful, their perspectives of the universe they live in should broaden in the same manner. Once they were concerned just with staying alive and knew little more than their own back yards. In time they met with more powerful NPCs, traveled across the land, took sea voyages, and their picture of the world they lived in grew even more. High-level characters of "name level" and above will generally have some working familiarity with local kingdoms, if not a fair portion of their world within several hundred miles range, and may even have some experience with the outer planes. The possibilities for adventures become unlimited.

High level characters have the opportunity to indulge in warfare as well as adventuring, and the DM may work out a mass combat system using the *Swords & Spells* rules for D&D® gaming adapted to AD&D™ game play, or using other miniatures rules available. DMs who are at wit's end trying to figure out what to keep high-level characters busy with can also have them do a few mundane things, like make plans for castle building, hiring servants and workers, and otherwise find ways to spend some of the considerable fortunes that some of these characters will have amassed. Note that just because a player draws up plans for some grand "Fortress Armageddon" doesn't mean you have to allow it to be built that way. Maybe not enough workers can be found to finish the job and it only gets half built. Maybe a war will come up and the workers will flee or go to fight. Maybe the money will run out; maybe the fortress is architecturally unsound. Who knows what sorts of things can screw up a carefully laid plan? Only the Dungeon Master knows for sure.

The introduction of artifacts and deities into high-level campaigns is certainly possible, but it is recommended that these elements of a campaign be kept reasonable and generally low-key. Further notes on these topics may be found in POLYHEDRON™ Newszine issues #13 and #14. Remember that gods regard their high-level followers to a great extent as the workers of divine policy on earth. In other words, it is possible that at some time, a representative of a character's deity, if not the deity himself or herself, will send the character on a quest that will not necessarily benefit the character materially. It is very unlikely for deities to reward characters with millions of experience points or several artifacts at once; this Monty-Haulism ruins game balance forever. True, for certain missions the Greek deities were prone to give great magical gifts to their heroes; but the gods always took the gifts back in the end.

One final word about death-trap dungeons. A lot of DMs believe that the only thing high-level characters are good for is to run them into enlarged character meat-grinders in the form of killer adventures. This is stupid. Why waste the time to raise a character to high level just to have it fall into a pool of boiling acid? High-level characters are survivors, and players have generally become quite attached to them. Killing off characters left and right just ensures that no one will play with that DM. It also shows an embarrassing lack of imagination on the DM's part. Use your head, and make the characters sweat a little, but do it creatively.

So far, only the DM's viewpoint has been considered in high-level campaigns. What about the players?

Some personal experience might be helpful here. Many moons ago when I first started playing D&D® and AD&D™ games, I had a silver dragon character (obviously not wholly within the rules, but we weren't being particular then). Argent Demonslayer was a rather powerful character, and used to chew up the opposition pretty well. There was one problem, however. I couldn't keep Argent Demonslayer alive.

It seemed like once a week, this great silver dragon got himself blasted to smithereens and I had it figured that it wasn't because the DMs were out to get me. I just didn't know how to keep a high-level character alive.

High-level characters must be played cautiously, even if one's character is supposed to be a part-time berserker and lunatic. Even wild characters learn to mellow out just a little bit in order to stay alive. Where first-level types just charge in and hope for the best, powerful characters weigh the odds and make at least a few plans before smashing the door down. Using some foresight will ensure that characters stay alive longer.

It also helps to become thoroughly familiar with the rules, particularly with regard to the character you are playing. High-level characters are immensely complicated, even the "simpler" ones requiring many pages of notes to keep track of. Spell-casters are an especially big problem, and anyone daring enough to play an 18th-level Archmage should spend some time before each game familiarizing himself with all the possible spells available, possible attack routines, defensive maneuvers, and so forth. It doesn't work at all to come into a high-level game completely unprepared to play it.

It helps immensely to do all you can to keep your character as simple as possible. Those who enjoy collecting magical items will find that eventually they have so many items that most of them are never used at all. This is wasteful and unnecessary. Why can't some of those items be dumped for good? Does that character *have* to have six *Wands of Fire*?

One possible way to rationalize dumping magic items is to appeal to the character's ego. The toughest, baddest character I have now is John Grond, a 16th-level half-ogre lord. He is physically powerful but only carries five magic items with him: *Bracers of AC4*, a *Ring of Water Breathing*, a +3 shield, +3 bastard sword, and +3 ring. That's all. I play John to be a reasonably arrogant dude who believes that though magic is good, it can overshadow him; if he finds a +5 weapon, he throws it away. "I don't need it," he says. "I don't need no sword tougher than I am, 'cause I am the greatest." If John needs something that casts spells to get through an adventure, he gets a wizard to go with him, "cause that's what they're supposed to be good for." To tell the truth, I have difficulty role-playing spell-casters or characters with lots of magic items because I can't keep track of everything they have. Playing uncomplicated characters like John Grond is better for me personally, and it is fun to create the role and make it stick for him.

It obviously helps to develop a role for high-level characters, but too many roles seem shallow for such apparently experienced characters. This is generally because such characters were whipped up in one or two gaming sessions by bending the rules and breaking them completely ("Well, on the first level we found one million gold pieces and killed Zeus, so my first-level fighter must be . . . hmm, 35th-level now.") Players will find that gaming is more enjoyable if even a little time is spent in developing a playable and enjoyable character role in high-level campaigns; after all the time spent in getting to those terrible heights, a character should have *some* feelings about the universe, local politics, family life, money, religion, and so forth.

It was mentioned that DMs should poll players to see what they want their characters to do. By all means, be prepared to give some options. If you are tired of dungeoneering, have your dwarven lord go find a kingdom to work for, or have him establish his own dwarven empire. Your halfling master thief can set up her own halfling thieves' guild and loot every orc lair for a hundred miles. Your 17th-level cleric can build a tavern for high-level characters only and see what sorts of critters and characters crawl through it. Be creative, keep the game moving, and have fun.

If you have some suggestions for improving high-level campaigns, send them in to POLYHEDRON™ Newszine, and in a future issue there may be a column devoted to your suggestions for expanding the game. The best ideas come from those who play the games; I'd like to hear what you have to say.

Sir Kay Mardt

He has encumbered himself with practically everything available. He's prepared, but can he move?

Is that a thief behind him?

Lord-Marshal Fields

Seen here with his *Girdle of Frost Giant Strength, Gauntlets of Ogre Power, +2 Ring of Protection,* +2 axe, and +3 shield, Lord-Marshal Fields is the epitome of the well-dressed high-level adventurer.

MAS DAY IN NEW HOPE

by James M. Ward

Player's background

You live in the primitive village of New Hope. Your home rests on a dry ridge below Quests Mountain. The climate of your area is dry, but there are large forests to the East of you — the influence of the chain of mountains that Quests Mountain is a part of. Everyone knows that directly north of the village is the deadly slope of Death Lands (irradiated land) that no human has ever survived.

The village of New Hope itself is made up of all types of living creatures, Pure Strain Humans to intelligent, mutated animals. It is a Stage One village, but all of the Elders of the tribe and the more adventurous younger males and females have Stage Two and Three artifacts.

Villagers are cordial to outsiders and even have a guest house in the center of the village that charges a small daily fee for lodging. New Hope is a crossroads for several areas of the Ancients that have been left untouched since the time of the Dark Ages.

For the past three days your village has been preparing for "Mas Day." It is a time when the Tree of Life is put up in the center of the village and all the members of the tribe decorate it with pretty things they have made. On the eve of Mas Day candles are put on the tree and everyone exchanges gifts. No one knows where this custom comes from but it seems like a good idea, and all the kids have a lot of fun.

Mas Day arrives and all of the children and cubs of the village are up early and outside playing around the Tree of Life. Your parents and friends are just climbing out of bed when the village is shaken by sonic blasts from an unseen force. Around you, adults come pouring out of their homes, weapons drawn. Your vision is drawn to a point just beyond the edge of the village; there to your surprise is a huge man with a white beard, dressed in strange red clothing — flying a large metal chair of the Ancients pulled by eight giant, flying brown creatures!

With nary a word, adults hustle the younger children into their homes, and without further ado, they unlease every weapon they have upon the bearded creature. You watch in amazement as nearly all of the energy blasts, slugs and beams are as nothing against the chair. One weapon does completely obliterate one of the brown things, but the other brown creatures ignore the loss.

Next the man/creature lands by the Tree of Life and begins to laugh heartily. Your gaze falls to a hand which rests on a laser pistol and a laser rifle strapped to his/its back.

GM's background

High on Quests Mountain a large pack of glacial ice has finally melted away after centuries. It revealed an automated, solar powered, robot factory. The energy from the sun activated the computers and the computers activate the maintenance robots that began restoring all of the systems of the factory. Two days before Mas the factory was fully functional and the main computer system began searching its memories for the robots it is supposed to build in the manufacturing quarter. Lacking this data, the main computer requested information from the main office and received nothing from there. Finally, after all centers of information had been exhausted, it looked outside and determined that it was winter and decided to manufacture X.M.A.S. equipment and the supplementary units that go with them.

Soon these red systems and the grav sleds and servo units to go with them were winging their way off the assembly lines and into the testing sheds. Contrary to their programming, the first two X.M.A.S. units dashed away into the night sky on their grav sleds with their brown servos leading the way. Seconds later they were destroyed by four huge orange creatures. The Master Computer, seeing this destruction of inventory, took matters into its own tentacles. It increased the power of the antennae on the servos and made them razor sharp and diamond hard. It also gave the X.M.A.S. unit a huge rocket launcher and a red plastic bag full of mini-missiles. The test model dashed away into the late night sky and was attacked by two unclassifiable bat-things that completely ignored the heat of the missile blasts and destroyed the servos with blasts of radiation from their single eyes.

Back at the plant a new X.M.A.S. unit was designed. It was made radiation-proof, was designed with battle armor, and was given three different internal weapons systems and two auxiliary laser weapon systems. The brown servos were all enlarged and given mini-missile launchers in their antennae and flame throwers in their tails. They were also armored.

The most time-consuming task was the modification of the grav sled. It was also enlarged, but the master program insisted on the open car shape, so force fields were installed that would protect the X.M.A.S. unit from all but the large nuclear blasts. This modified unit was the one that flew into the peaceful village of New Hope on Mas Day.

Type: X.M.A.S. Unit
Status: 3000

Number: 1	Armor: 2
Hit dice: 16d6	Control: A
Sensors: A/B	Power: B
Speed: feet = 12/900/18	

MS: 1D4 *8 IN: 1D8 *8 DX: 1d8 *10
PS: 5d10 *20

The X.M.A.S. unit was originally designed to serve in department stores around the world. The general design became so popular that it was manufactured with grav sleigh and robotic servo reindeer. The unit that landed in New Hope had obviously been modified into something different than the original design intended. It will be friendly to all the people of New Hope and give out toys and the like to the kids. It will talk to everyone and ask them what they want and promise to bring it the next year (a promise that cannot be kept). If the characters continue to attack after it lands, it will be forced to devastate the town, until some mutant destroys its power source.

Weapons systems

Internal

Vibro Dagger WC: 4 D: 3d6
Fist (mace) WC: 1 D: 1d6*Str.
Stun Grenade Thrower WC: 8
D: Stuns

External

Laser Pistol WC: 13 D:5d6
Laser Rifle WC: 13 D: 6d6

Type: Servo reindeer *Status: 1000*

Number: 8	Armor: 2
Hit dice: 12d6	Control: A
Sensors: A/B	Power: A/D/EB

MS: NIL IN: NIL DX: 1d8*8
PS: 5d20 *500

The S. Reindeer was originally designed to serve as a surplus pulling unit for the X.M.A.S. unit's sleigh. It has been modified to act as Fire Support for the protection of the X.M.A.S. unit. Its systems are internal.

Mini-missile launcher WC: 16
D: 20d10
Flame Thrower WC: 8 D: 10d10

Type: X Unit sleigh

This unit was originally designed to be a Small Cargo Transport. The modified unit has the following additions:

- Two Separate Force Fields: 200 hit points each; the force fields operate independently of each other.
- Electrified outer shell: Does 3d10 of damage to all those touching it.
- Double hit points: The unit's structure has been modified to withstand double the hit points of the normal unit.
- Although it normally operates with hand and foot controls, it does have limited audio control capacity and will obey simple directional commands.

All units, including the laser weapons, are powered by broadcast power from the robot factory, giving the units a range of 500 kilometers.

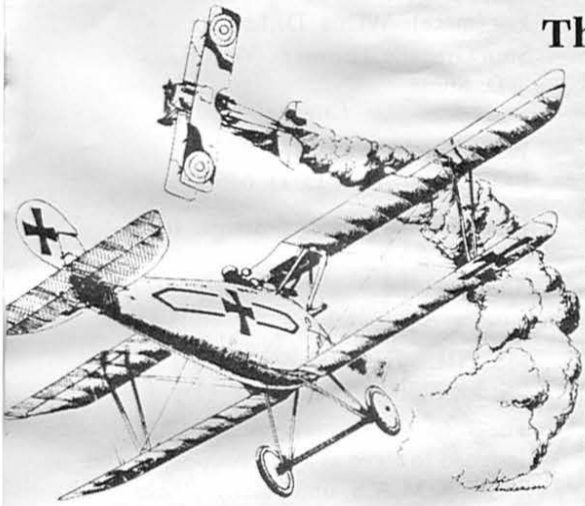
The S. Reindeer will react to any physical attack with the flame thrower in their tails. Their mini-missiles are shot on the instructions of the X.M.A.S. unit.

If the X.M.A.S. unit is destroyed, the X unit sleigh and remaining S. Reindeer will return to the factory at maximum speed.

Although the X.M.A.S. unit is programmed to be jolly, it will not allow itself to get into situations where it can be *easily* destroyed.

HOUSE RULES IN

The DAWN PATROL Game



by Mike Carr

Anyone who plays a particular role-playing game regularly will form personal opinions on the game system and how it handles various aspects of play. The desire to modify a game is almost an inborn trait in gamers! When a group of regular players agrees on a modifications, they're creating their own "house rules." This means their group interprets or changes a rule to reflect the way they prefer to play. A good example is the "double damage on 20/drop your weapon on 1" rule that players sometimes adopt in the ADVANCED DUNGEONS & DRAGONS® game.

The DAWN PATROL game is no exception; since its first version in 1968, it has continually evolved. Players have made suggestions for improvements over those fifteen years, and a fair number of them have been incorporated in the game rules we use today. Many of those ideas started out as house rules of local gaming groups, until someone proposed them to me — the designer — for "official" consideration.

Part of being a game designer is listening to the suggestions and/or criticisms on your design. Sometimes the opinions offered will clash with your conceptions of the game and how you think it should "feel," but sometimes an excellent suggestion is offered. It may be only one in ten, but it certainly makes listening to players' ideas worthwhile. There's a long list of names in the Credits section of the game that bears witness to that!

House rules are occasionally the forerunners of new game rules and procedures. Even within the local group I play with, we have a few variations that comprise our own set of house rules. Other groups have them, too.

The key to using house rules is not to go overboard, or you may end up with a mishmash of rules that can't be remembered. Here are a few that you may find interesting:

Collisions

Whenever two planes collide, each pilot gets to roll one die, and if a 6 is rolled, his plane has only lost its landing gear. If this happens, he may continue to fly, but must subtract 35% from his landing chance due to belly landing.

Surprise modifiers

When a chance of surprise exists, the flight leader (or another pilot) of the higher group rolls two dice. Only if the role is one that falls within the range of numbers for 10% to 30% rolls are the "modifiers" (the number of ace or experienced pilots in each group) disclosed and compared. This reduces the likelihood of each group finding out how experienced the opposing pilots are before the game starts.

Victory credit

When two pilots score hits that result in a kill, both cut cards for the kill, regardless of who scored the most hits in the area where the telling damage occured.

Initial altitude

When starting altitudes are being rolled, a second die is rolled for hundreds of feet — or alternately, a 10-sided die is rolled. Both of these methods will allow the hundreds of feet to come up as 700, 800, 900, or an even 1000.

Staggering the loop

Tailing pilots may move one or two squares before performing a loop maneuver to avoid being reversed and better the attempt to follow the lead plane.

Hit location

When a pilot scores damage on an opponent, he simply tells him the angle of attack and how many hits were scored. The opponent then rolls secretly for the location of each hit, informing the shooter of any pilot hit chances (which are rolled openly). This method requires players of absolute honesty, but it can add a lot of excitement to the game.

Date of combat

To obtain more 1918 games when the Random Combat advanced rule is used, three dice are rolled to determine the date of combat, and the lowest die is disregarded. To reflect the fact that more air battles occurred in the better weather months, some players like to use this alternate date of combat table developed by Jim Barber. Since the "doubles" rolls (5/5, 6/6) come up less often, this revised table assigns them to months with worse weather:

1/1	Feb 1917	5/5	Jan 1918
2/2	March 1917	6/6	Feb 1918
1/2	April 1917	2/5	March 1918
1/3	May 1917	2/6	April 1918
1/4	June 1917	3/4	May 1918
1/5	July 1917	3/5	June 1918
1/6	August 1917	3/6	July 1918
2/3	Sept 1917	4/5	August 1918
2/4	Oct 1917	4/6	Sept 1918
3/3	Nov 1917	5/6	Oct 1918
4/4	Dec 1917		

These are just a few examples of interesting house rules. For the most part, they're worth considering. If your group is considering a house rule, ask yourself three questions: Is it reasonable? Does it distort playability or game balance in any way? Is it worth bothering with? These questions should apply to house rules for any game.

If you have one or two house rules for the DAWN PATROL™ game that you think others might enjoy knowing, send them along to me in care of this newszine. In the meantime, keep'em flying!

THE VESPER INVESTIGATION

by Antonio O'Malley

This short GANGBUSTERS game scenario shows that not all action in the game need involve machine-gun battles against Lakefront City bootleggers. The adventure is designed for a small group of private investigators, one to three being best.

Player's Information

In late autumn, the characters are contacted by a well-to-do young woman from Lakefront City, Elissa Dane. She calmly asks that nothing she is about to reveal to the characters be told to anyone, including the police, for any reason. Before continuing her story, she will settle financial matters with the characters, offering an extraordinary sum of money ($1000) to ensure their silence and cooperation.

The woman tells the characters that her uncle, Robert Dane, moved from Lakefront City to a home in central Iowa one year ago. He formerly worked as an accountant for a small firm in town; since he moved to Iowa, she has heard little from him and has no idea of what he's been doing.

Two days ago, she drove out to his home for a surprise visit but found no one there. The house had apparently been ransacked. She became afraid and fled back to the city; now she wants the characters to investigate the house and discover her uncle's whereabouts. Miss Dane will accompany the investigators to Iowa on the case. She wishes to leave at once.

Elissa Dane

Muscle: 38
Agility: 78
Observation: 75
Presence: 8
Driving: 77
Luck: 42
hp: 17

Referee's information

Investigators will probably get the idea that Elissa Dane is withholding information, but she will not admit this if questioned. Why is this investigation so secret? She gives only vague reasons about "protecting the family name" and a distrust of police in general.

Investigators might start by checking Lakefront City for information on Robert Dane's past. His old apartment was a small one-room place in a lower-class neighborhood. His place of business, Barber & Associates, closed eight months ago. There are rumors that the firm did accounting work for one of Lakefront City's crime mobs, and that it was closed when the mob discovered their funds were being embezzled. An undisclosed sum was reported lost, supposedly in the six-figure range.

Day

It is a day-long drive to the little house her uncle owns. Set out in the open plain, miles from any other residence, it is a two-story wood structure about 35' square, with four or five rooms per floor (referees can sketch out floor plans as desired). There is an attic above the second floor and a littered cellar with a wood pile in one corner. The floors are wooden, except in the dirt-floored basement. A wood-burning stove is in the first-floor living room, and another one in the kitchen.

The nearest town is Vesper, a small farm community with little more than a few stores, a church, a school, a sheriff's office, and no hotel. Inquiries about town will produce the information that Robert Dane, though rarely seen, was known as a big spender who was always looking for expensive knickknacks.

Arriving at the house, the investigators will notice that the front door has been broken in by force. A new expensive car, with ownership papers in the name of Robert Dane, is parked out front; it appears to have been searched and vandalized. The house has been ransacked as well. Furniture has been damaged and smashed, and drawers have been emptied on the floor.

An investigation of the house will turn up curious things. Whoever ransacked the house did a very a "professional" job of it. Mattresses are split open, stuffed furniture has been torn apart, and the wallpaper has even been cut away in places. Investigators who have done police or FBI work may feel this is the work of an organized crime syndicate.

The portrait of Ellisa Dane, at right, by a highly-recognized Lakefront City portrait painter, was completed at about the time of her graduation from high school, approximately four years ago. Ellisa Dane comes from a socially well-to-do family, the result of wealthy maternal grandparents. Ellisa professes to know nothing concerning her uncle's activities, but is she telling the truth?

In the kitchen there is old food on the table, partially eaten. A chair has been knocked over, and there are other signs of a hasty departure from the table. It will be noted that the kitchen window faces the road outside; a thorough check of the grounds will turn up some tire tracks not belonging to Mr. Dane's car. Someone seems to have driven up within the last few days.

Anyone who goes through Mr. Dane's papers, contained in a desk in his study, will find careful records kept of his expenses. He apparently spent over $30,000 in the last year, but there are no records of any income during that time. In the attic may be found copies of accounting ledgers dated up to a year ago; anyone making an accounting roll against Mr. Dane's skill level of 80% will know that over $240,000 was embezzled from a syndicate account. There is nothing to indicate where the money went, however.

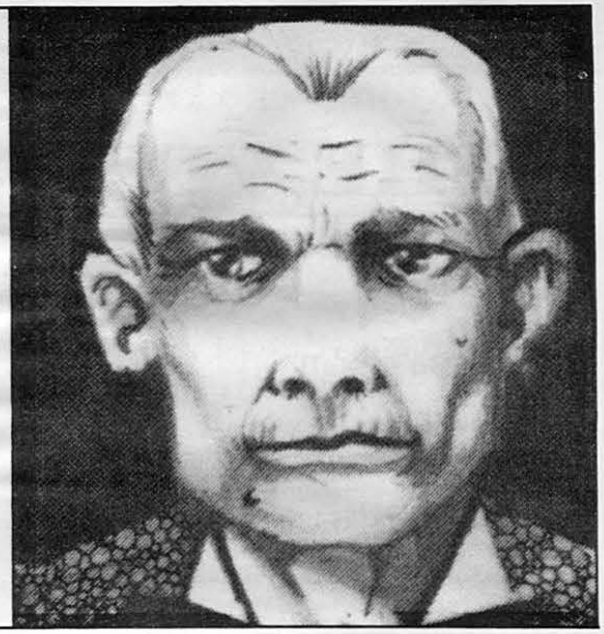
There are some curious things about Robert Dane's possessions, too. His bedroom upstairs has an expensive table clock, satin sheets, and numerous other amenities that are generally beyond the reach of most people. His clothes (most of which lay about the floor) are well-tailored and of expensive cut. Other expensive odds and ends may be found around the house as well.

The wood-burning stove in the living room is full of dust-covered ashes, and obviously hasn't been used in a long time. Someone who climbs the roof will find an old bird's nest clogging the chimney. The kitchen stove works well, however, and the chimney for it is clear.

An investigation of the cellar will reveal, if an observation roll is made, that the woodpile was recently moved from one side of the cellar to the other. The floor seems recently swept and a broom sits by the staircase. In one corner is a footprint; the shoe size is not that of Mr. Dane.

It may become apparent to the investigators that people do not move large woodpiles for nothing; if the wood is cleared aside and someone digs down under the ground of the cellar, the remains of Robert Dane will be uncovered. He has been beaten and shot. The time of death may be estimated at some four or five days ago.

If confronted with the evidence of Robert Dane's theft from the mob, Elissa Dane will confess that she was aware that her uncle worked for the syndicate. She fears now the syndicate has gotten him back for the embezzlement, though she has no idea if the stolen money was ever recovered.



This identification card photo of Robert Dane was taken in the latter days of his employment at Barber & Associates. To those who knew him in Lakefront City, the "late" Robert Dane was the epitome of the shy, retiring accountant type. The residents of Vesper, Iowa, saw a totally different Robert Dane. Which one was the "real" Robert Dane?

Night

If possible, the GM should have the characters arrive at the house in the late afternoon. A search of the grounds will last into the evening, and it will be then that the investigators encounter something far outside of their normal experience.

The characters will find it advisable to stay at the house at night; the weather is very cold at night and there is no hotel in Vesper. The Judge should carefully play up the emptiness of the house, the horror of Elissa when her uncle is finally discovered, and the overall feeling of a deserted and heavy atmosphere.

As night falls, things will start to happen. Investigators will now and then feel that someone is watching them, or that they see someone out of the corner of their eyes (turning, they will see no one around). People will hear the faint sounds of furniture moving in the living room when no one is there, but an investigation will show all is in order.

At random times one of the characters will feel unusually cold, even if bundled up. The cellar and living room will seem particularly cold, much more so than one would expect.

If Robert Dane's body has not been discovered before nightfall, other events will begin taking place. Tapping sounds will be heard on the door to the cellar, though no one is there. Someone in the cellar after dark will feel an overwhelming sense of fear, and will think they hear wood being moved on the woodpile.

The referee should make it seem as if these events could possibly be natural, but leave room for doubt about it as well. There will be one last phenomenon, however — dreaming.

Anyone who sleeps in the Dane house after dark will experience continuous nightmares. They are full of half-formed images: a car driving up outside, seen through the kitchen window; faceless men laughing at the character; a gun being lifted and aimed at the character's head; darkness and a sensation of great pressure on one's chest. All of these dream fragments will be accompanied by feelings of dread and impending doom, as well as an intense feeling of cold.

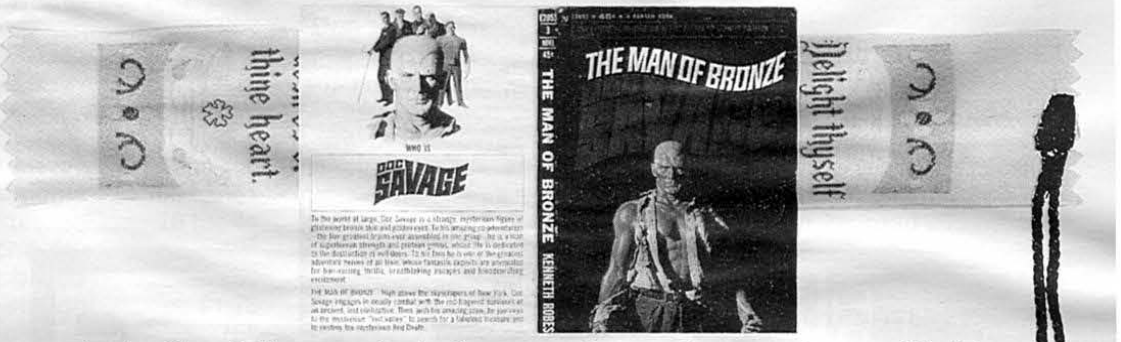
Attempts at seances, ghost-contacting, and so forth may be made if characters wish. Events like these will produce the furniture-moving sound in the living room (again, with nothing actually being moved) and will also produce great cold in there as well. It will seem coldest near the non-functional stove. A character with *Finding Smuggled Goods* skill may make a roll to notice that the floorboards under the stove are loose and may be pried up easily. Beneath the floor is a suitcase containing some $200,000 in $20 bills. If anyone but Elissa Dane touches the money, they will suddenly feel intense cold as if something invisible passed through them; this will cause a loss of 5 points of both Muscle and Luck, which will be recovered at a rate of one point per hour afterward. This effect will only occur twice. No other poltergeist-like effects will occur after the money is found, if Robert Dane's body is buried properly, as Elissa will insist upon. If not, the Dane house may gain a nasty reputation in years to come . . .

To be continued . . .

CASIN' THE JOINT

Idea material for your GANGBUSTERS game

By Dave Cook



DO THESE PROBLEMS BOTHER YOU?

- Continual reappearance of names like O'Malley and Antonio?
- Constant action in a large city that bears a striking resemblance to a large city (unnamed) in the Midwest?
- Nothing to do but bust up gin joints and illegal breweries?
- A gasp of amazement from players: "I didn't know that existed (or didn't) in the 20s?"
- A general lack of new ideas?

If you answered yes to any of these questions, then you may have the dreaded *GANGBUSTERS Game Void*. This affliction can strike any unprepared GANGBUSTERS game player, but it's particularly fond of referees. Though not fatal, this affliction can have a crippling effect on any GANGBUSTERS game campaign, as players and referees thrash about trying to find a cure.

But all of this is unnecessary, for *GANGBUSTERS Game Void* can be cured. It takes reading and patience, but *GANGBUSTERS Game Void* need not kill your campaign. The following information provides good reading cures that you can use in the privacy of your home.

The best source of stories and novels about the 1920s and 30s is the writings during this time. For exciting action, hard-boiled detectives, gangsters, and daring reporters, nothing is better than the "pulps."

The pulps (as they are nicknamed) were the magazine entertainment of the time. Printed on a combination of cheap paper and bright covers, pulp magazines sold for a nickel or a dime and were packed with stories having titles like *The Emperor of Death,* "Madam Murder and the Corpse Brigade," or "The Brothers from Hell." Stories were often fantastic and outright unbelievable — of little use in a GANGBUSTERS game. Furthermore, pulps are hard to find and often expensive today.

Fortunately, the best writing of the pulps is still available — stories dealing with tough detectives and the like.

Perhaps best of all is Dashiell Hammet. Master of the tough detective story, his novels and stories are all worth reading. Read: *Red Harvest, The Dain Curse, The Maltese Falcon, The Glass Key,* and *The Thin Man*. Of his short stories, get the anthologies *The Continental Op* (about an unnamed detective agency man) and *The Big Knockover.* As an ex-Pinkerton man, Hammet knew what he was writing about.

Raymond Chandler is the second master of hard-boiled writing. Although his novels are set in the late 30s and 40s, read *The Big Sleep, Farewell my Lovely,* and *The Lady in the Lake*. He also wrote many hard-to-find short stories.

Although Hammet and Chandler were masters of the hardboiled story, John Carrol Daly created the style. His P.I., Race Williams, was as tough and two-fisted as they come. Daly's novels are harder to find, but read *Snarl of the Beast* and *Murder from the East.*

There are also several good collections of short stories from the pulps. Again these mainly deal with tough cops, P.I.s, reporters, and adventurers. Most recent are the *Hardboiled Detectives,* a collection of stories from the best detective magazine of the period and *The Arbor House Treasury of Detective and Mystery Stories from the Great Pulps.* Other collections include *The Hardboiled Dicks* and *The Hardboiled Omnibus.* These collections will give excellent ideas for a cure for *GANGBUSTERS Game Void.*

Okay. So much for the serious stuff. The pulps were also very lighthearted. Stories of fantastic adventures (*I Found Cleopatra*) and amazing heroes. By far the most famous and successful of these were *Doc Savage* and *The Shadow.*

Doc Savage was an amazing heroic adventurer. His deeds formed a series of more than 200 novels, many of which have been reprinted in paperback form. *Doc Savage* stories do not have a great deal to do with reality. However, they do give lots of information about life and society in the 1930s.

The Shadow novels (also reprinted in paperback), although about a character equally amazing, deal with slightly more realistic situations as The Shadow tracks down and foils the grand schemes of big city gangsters. The novels provide colorful pictures of the dives and underworld life of the 1920s and '30s.

In addition to these notable heroes, there were scores of the less famous — The Phantom Detective, The Whisperer, Operator #5, and The Spider. All had some gimmick or other that made them special. All were able to do amazing feats, and all became involved with criminal masterminds. But again, the stories provided an excellent feel for the mood and surroundings of the time.

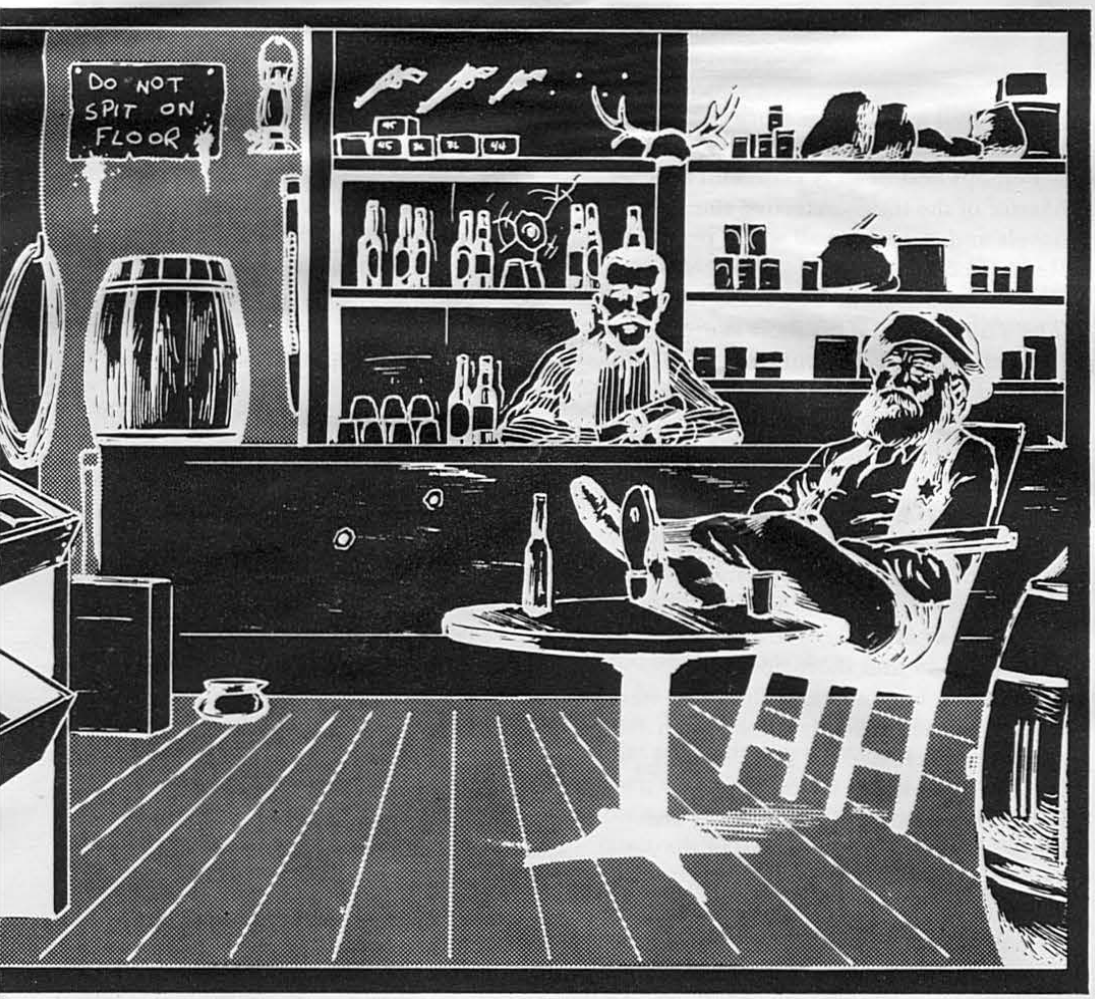
These lesser-known characters are hard to find, but some small companies do take the time and trouble to reprint them. Keep a sharp eye out, and their titles just may be found on a dusty shelf of a new or used bookstore.

Many of the novels named can be found in the public library. Nearly all the others can be found or ordered in paperback through a local bookstore. Many other pulps collections and novels also exist and can be found with a little searching. With this prescription in hand, you should have no trouble defeating *GANGBUSTERS Game Void.*

Cash & carry for cowboys

Reprinted from DRAGON® Magazine #54

by Glenn Rahman



One does not play any role-playing game long before his character needs equipment not listed in the game rules. Take the case of the BOOT HILL™ Wild West game by TSR: Prices are given for things like horses, guns, and rifles — but what if one's character has to do some carpentry? How much do his tools cost? Or, how much must he spend at the general store if he wants to go to the church social wearing a string tie, a high-crowned hat, and silk socks? The GM may know what some of these items cost in today's world, but what did they cost a century ago? And who (without research) can put a price on archaic items, such as a graphophone, a stereoscope or a single-horse buggy?

Fortunately, the prices of everyday merchandise of the latter 19th-century prices were phenomenally low — a saddle cost $16, a pound of meat 10¢, a cigar 1¢. One must remember, however, how low the wages were in those days. A working man might earn only 20¢ per hour or less. If today's common hourly wage of $4 is used for comparison, it is apparent that the printed price of Western goods must be multiplied at least twenty times to approximate their true cost (percentage of income) to a 19th-century purchaser.

With this understood, let's go to a well-stocked general store of BOOT HILL game vintage. Usually, the prices in the following list refer to the middle-range selling price of the item, and the given prices represent costs near main centers of transportation. If goods must be expensively transported by peddlers or mule skinners to areas of small population or great remoteness, prices will be considerably higher.

GUNS

Rifles and Shotguns

Rifle, Colt; .38, 15 shots ---------- $12
Rifle, Spencer; 56-52 caliber, 8 shots ---------- $10
Rifle, Winchester repeating; .38, 15 shots ---------- $11
Shotgun, Spencer repeating; 12 gauge, 6 shots ---------- $30
Shotgun, single barreled; 16 gauge, one shot ---------- $6
Shotgun, double barreled; 12 gauge, two shots (utility) --- $20
Shotgun, double barreled; 12 gauge, two shots (utility) --- $50

Hand Guns

Remington Derringer, .41, single shot ---------- $5
Revolver, Colt Army; double action, .44, 6 shots ---------- $14
Revolver, Colt Frontier; single action, .45, 6 shots ---------- $13
Revolver, Colt Navy; double action, .38, 6 shots ---------- $12
Revolver, Smith & Wesson; double action, .44, 5 shots ---------- $13

Ammunition

.38 bullets	85¢ per box of 100
.44 bullets	$1.40 per box of 100
.45 bullets	$1.60 per box of 100
12 gauge shotgun shells	90¢ per box of 100

Other gun-related items

Black powder	$2.25 per 12½ lb. keg
Cartridge and shot belt	$1.40
Gun grease	15¢ per 2 oz. tube
Holster, pistol	20¢
Holster belt with cartridge loops	15¢
Rifle sheath	$1.15

MEN'S CLOTHING

Footgear

Plow shoes	$1.25/pair
Riding boots	$5/pair
Western boots	$3/pair

Suits, coats, etc.

Coat, duck	$1.25
Coat, Mackintosh	$5
Pants, work	$1
Shirt, flannel	$1
Shirt, white (utility)	3/$1
Shirt, white (dress)	$1.50
Shirt, work	50¢
Suit (utility)	$5
Suit (quality)	$10
Socks, silk	35¢/pair
Socks, wool	18¢/pair
Tie, broad	50¢
Tie, string	7¢
Underwear, woolen	$1.10

Other items

Bandanna	5¢
Beard, false	$1.75
Cane, metal-tipped	20¢
Cigars, Havana	50 for 65¢
Cigars, stogie	100 for $1
Cigarettes	10 for 4¢
Mustache, false	10¢
Pipe, tobacco	25¢
Razor, straight	$1.75
Spectacles	75¢
Tobacco, plug	21¢/lb.
Watch, 14 karat	$12
Watch (utility)	$1.75
Wallet	25¢

Hats

High-crowned	$5.25
Derby	$1
Sombrero	$3
Stetson	$3.90
Straw hat	50¢
U.S. Cavalry hat	$1.40
Vaquero hat	$3

Gloves

Buckskin	$1
Mittens, wool	13¢

CANNED AND DRIED GROCERIES

Bacon	7¢/lb.	Oatmeal	3¢/lb.
Beans	10¢/3 lb. can	Peas	10¢/3 lb. can
Beef, corned	12¢/lb.	Phosphate	15¢/8 oz. btl.
Beef, dried	15¢/lb.	Pumpkins	10¢/3 lb. can
Cheese	11¢/lb.	Rice	5¢/lb.
Chocolate	50¢/lb.	Root beer	10¢/8 oz. bottle
Coffee	30¢/lb.	Salmon	13¢/lb.
Corn	10¢/2 lb. can	Sweet potatoes	5¢/lb.
Ham, boneless	10¢/lb.	Tea (bargain)	35¢/lb.
Hominy	2¢/lb.	Tea (quality)	60¢/lb.
Lard	7¢/lb.	Tomatoes	8¢/3 lb. can

WOMEN'S CLOTHING

Footgear

Boots	$2.75/pair
Shoes	$2/pair

Hats

Dress hat	$2
Straw hat	50¢

Coats, dresses, etc.

Chemise	80¢
Corset	$1
Shirt, cotton	50¢
Shirt, satin	$1
Shirt, woolen	$1.50
Skirt, cotton	$3
Skirt, muslin	$1.50
Skirt, silk	$10
Stockings, silk	$1/pair
Suit (quality)	$12
Suit (utility)	$5
Wrap	$10

Other items

Diamond, 1 karat	$70
Gloves, kid	$1/pair
Ostrich plume	33¢
Perfume	25¢/oz.
Ring, 14 karat gold	$1.50

MEDICINES AND TOILET ITEMS

Bath tub	$5	"Microbe killer"	$1/½ gal.
Castor oil	25¢/half pt.	Quinine	12¢/25 pills
Cod liver oil	50¢/pt.	Rat poison	12¢/lb.
Corn & bunion plaster	6¢	Soap	15¢/cake
Cough syrup	30¢/4 oz.	Turkish towel	5¢

TOOLS, HARDWARE AND CAMP EQUIPMENT

Tools

Auger bit	10¢
Drill brace	$2.50
File	15¢
Hammer	40¢
Monkey wrench	25¢
Saw	45¢
Shovel	80¢

Knives

Camper's two-bladed knife/fork	35¢
Butcher knife	30¢
Hunting knife	70¢
Knife sheath	15¢

Traps

Bear trap	$6
Fox trap	45¢
Wolf trap	$2

Other items

Axe, hunter's	40¢
Axe, woodchopper's	50¢
Axe handle	25¢
Lantern, railroad	50¢
Nails	$1.65/keg
Padlock	40¢
Paint	6¢/lb.
Screws	2¢/doz.
Tent, miner's (7′ x 7′)	$5

KITCHEN AND HOME

Coffee pot	80¢	Stove, potbellied	$10
Cup	5¢	Stove, wood/coal	$10
Frying pan	15¢	Water bucket, cedar	20¢
Pan, covered	60¢	Water bucket, metal	80¢

ENTERTAINMENT

Reading material

Hardcover book	75¢
Bible	90¢

Music

Accordion	$5
Banjo	$9
Concertina	$3
Fiddle	$6
Graphophone	$25
Graphophone record	50¢
Guitar	$7
Harmonica	25¢
Piano, upright	$100

TRANSPORTATION AND COWBOY GEAR

Wagons and carriages

Buggy	$36
Surrey, 2-seater	$45
Wagon, farm	$40
Wagon, market	$34
Wagon, road	$25

Other items

Lariat, 35 ft.	$1.50
Riding bridle	70¢
Saddle bags	$3/pair
Saddle blanket	90¢
Spurs	$1/pair
Wagon cover (11′×13′)	$4.50

Harnesses

Farm team harness	$20
Single-horse buggy harness	$10
Two-horse buggy harness	$20
Two-horse carriage harness	$30
Two-horse wagon harness	$22.50

Saddles

Ladies' saddle	$14	Texas saddle	$20
Stock saddle	$24	Western saddle	$16

MISCELLANEOUS ITEMS

Dynamite blasting machine	$15
Field glasses	$5
Spyglass, 15× magn.	$3
Steel safe, 22" high	$50
Stereoscope	50¢
Tombstone	$7

COLLEGE COURSES
and Vital Statistics

From the pages of DRAGON® Magazine #51

by Merle M. Rasmussen

Assassination Bureau Courses

Course: Boxing

Cost: $4,000
Time: 4 weeks
Prerequisite: Knowledge 60+, Physical Education AOK 75+, or Military Science AOK 75+.
Areas of specialization: None.
Ability acquired: Boxing. Physical Strength +(1-10) and Willpower +(1-10).
Area of Knowledge increases: Physical Education +25+(1-10), Military Science +25+(1-10).
Credit: 50 Experience Points.

Course: Demolition with Explosives

Cost: $11,000
Time: 5 weeks
Prerequisite: Coordination 75+.
Areas of specialization: Buildings; Bridges and Trestles; Tunnels and Arches; Towers and Aerials; Roads and Rails; Vehicles; and Miscellaneous Structures.
Ability acquired: Given dynamite, blasting cap, a plastic explosive, a thermite bomb, or a grenade, plus the necessary wiring and/or fuse materials and ignition mechanisms, the agent will be able to explode any device in the position required 95% of the time. Given sufficient explosives and time, the agent will be able to demolish a particular type of structure 85% of the time.
Area of Knowledge increases: Military Science +25+(1-10). Construction Engineering +25+(1-10).
Credit: 110 Experience Points.

Course: Judo

Cost: $5,000
Time: 6 weeks
Prerequisite: Knowledge 85+, Physical Education AOK 100+. Military Science AOK 75+.
Areas of specialization: None.
Ability acquired: Judo. Physical Strength +(1-10), Military Science +20+(1-10).
Credit: 70 Experience Points.

Course: Karate

Cost: $8,000
Time: 8 weeks
Prerequisite: Knowledge 110+, Physical Education AOK 125+, Military Science AOK 100+.
Areas of specialization: None.
Ability acquired: Use of karate. Physical Strength +(1-10), Willpower +(1-10).
Area of Knowledge increases: Will gain from 1-10 points in each of these Areas of Knowledge (each determined separately): Physical Education, Military Science, Medicine/Physiology, and Psychology.
Credit: 110 Experience Points.

Course: Projectile Weapons Practice

Cost: $1,000 per week
Time: 1 to 10 weeks (agent's option, announced in advance)
Prerequisite: Physical Strength, Knowledge, Courage, and Coordination all 35+.
Areas of specialization: pistols; carbines and assault rifles; submachine guns; rifles; shotguns; bows and crossbows; blow, air and dart guns; flamethrowers; spear; and misc. projectile weapons.
Ability acquired: The agent may increase his Hit Determination Modifier. The amount of improvement will be 1-10 points per week of practice with that type of weapon only. For example, if an agent took a class in Pistols for 5 weeks, that agent's Hit Determination Modifier for pistols only would be +(5-50).
Area of Knowledge increase: Military Science +(1-10).
Credit: 140 Experience Points.

Course: Wrestling

Cost: $3,000
Time: 2 weeks
Prerequisite: Knowledge 35+, Physical Education AOK 50+, Military Science 25+.
Areas of specialization: None.
Ability acquired: Wrestling. Physical Strength +(1-10), Willpower +(1-10).
Area of Knowledge increases: Physical Education +25 +(1-10), Military Science +25 +(1-10).
Credit: 40 Experience Points.

Confiscation Bureau Courses

Course: Animal Handling & Riding

Cost: $5,000
Time: 5 weeks
Prerequisite: Knowledge 35+, Courage 35+, Animal Science AOK and Biology/Biochemistry AOK both 45+.
Areas of specialization: Any single genus of semi-intelligent animal life. This includes cattle, horses, dogs, cats, elephants, ostriches, camels, reindeer, alligators, crocodiles, falcons, llamas, porpoises, and apes. This does not include most birds, reptiles, fish, and invertebrates.
Ability acquired: Given six or less particular domesticated animals, the agent will be able to keep them from attacking 75% of the time. Given six or less particular wild animals, the chance of stopping them from attacking is 25%. Given six or less guard animals, the agent should subtract 50 from the die roll for the animal guard reaction table. Given a particular type of domesticated animal capable of carrying a human, an agent will be able to ride the creature 75% of the time. The agent has a 50% chance that a particular type of domesticated animal can be loaded and used as a pack animal. Roll once a day for each animal handled or ridden. Increase Courage and Physical Strength by 1-10 each.
Area of Knowledge increase: Animal Science +(1-10).
Credit: 70 Experience Points.

Course: Driver Training

Cost: $11,000
Time: 9 weeks
Prerequisite: Coordination, Courage and Knowledge each 75+, Transportation Engineering AOK 50+.
Areas of specialization: Automobiles; Specialty Vehicles; Two-Wheel Vehicles; Large Vehicles (See Vehicle Movement Rate Table).
Ability acquired: Given a particular type of land vehicle capable of being driven, the agent will be able to start, drive, and stop the vehicle safely each with a 95% chance of success. Difficult maneuvers

such as driving backwards, driving on two wheels, jumping chasms, spinning sideways, and crashing safely are dependent upon the vehicle's ability to perform the feat modified by one half the agent's Offense. For example, there is a 10% chance that an agent's snowmobile will jump the crevasse. The agent's Offense is 96, so the chance for the agent to safely jump the crevasse is 48+10 = 58%.

Note: The vehicle must be physically able to perform the stunt. The agent's additional value is for safety. A vehicle may perform the stunt but the agent may be injured. Increase Courage 1-10.
Area of Knowledge increases: Transportation Engineering, Military Science, and Physical Education all +(1-10).
Credit: 130 Experience Points.

Course: Marine Vehicles

Cost: $11,000
Time: 8 weeks
Prerequisite: Coordination, Courage, and Knowledge each 75+. Transportation Engineering AOK 50+.
Areas of specialization: Person-Powered Vehicles (PPV's include canoes, rafts, rowboats, gondolas, and kayaks); small sailing vessels; small motorized craft (includes speedboats, small hydrofoils, motorized ski-craft, and airboats for swamps); small submarine and amphibious craft (includes 1-4 person subs, open and closed cockpit); medium-sized sailing vessels; medium-sized motorized vessels (includes yachts and medium-sized hydrofoils).
Ability acquired: The agent will be able to start, maneuver, dock, and if possible, submerge or surface the craft safely, each with a 95% chance of success. For difficult and stunt maneuvers such as jumping land or capsizing safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.
Area of Knowledge increases: Transportation Engineering, Military Science, and Physical Education all +(1-10).
Credit: 130 Experience Points.

Course: Pilot Training

Cost: $12,000
Time: 10 weeks
Prerequisite: Coordination, Courage, and Knowledge each 75+, Transportation Engineering AOK and Aeronautical Engineering AOK each 75+.
Areas of specialization: helicopters/gyrocopters; small propeller aircraft; small jet aircraft (includes 1-person jetpack); large propeller aircraft (includes gliders, balloons, and hang gliders). Large jets and dirigibles require specialists to pilot them.
Ability acquired: Given a particular type of vehicle capable of flight, an agent will be able to take off, fly, and land safely, each with an 85% chance of success. For difficult and stunt maneuvers such as barnstorming, power driving, looping, stalling, or flying upside down safely, see the "Ability acquired" section of Driver Training. Increase Courage 1-10.
Area of Knowledge increases: Aeronautical Engineering and Transportation Engineering each +(2 x (1-10).
Credit: 150 Experience Points.

Investigation Bureau Courses

Course: Disguises

Cost: $9,000
Time: 4 weeks
Prerequisite: Knowledge 35+, Arts & Crafts AOK, Fine Arts AOK, and Home Economics AOK each 50+.
Areas of specialization: Cosmetics; Costuming.
Ability acquired: After specializing in Cosmetics, an agent given the necessary materials will be able to disguise any face beyond recognition 85% of the time. Disguising animals or parts of the human body other than the face has a 90% chance of success. An agent specializing in Costuming, given the time and materials, will be able to reproduce or modify any costume, which will pass unnoticed as an imitation 95% of the time.
Area of Knowledge increases: Arts & Crafts, Fine Arts, and Home Economics each +(1-10).
Credit: 60 Experience Points.

Course: Elint (Electronic Intelligence)

Cost: $11,000
Time: 8 weeks
Prerequisite: Knowledge, Courage, and Coordination each 50+. Electrical Engineering AOK, Law AOK, and Military Science AOK each 50+.
Areas of specialization: None.
Ability acquired: Given the necessary electronic surveillance and detection equipment, the agent can operate it 16 out of 24 hours a day with 95% efficiency. The agent will be able to install and remove electronic equipment undetectable to the eye 90% of the time. This ability includes the use of wireless mikes, phone taps, drop mikes, and de-bugging equipment. This ability does not include photography, radio operation, or computer tie-ins. Increase Willpower 1-10.
Area of Knowledge increases: Electrical Engineering, Law, and Military Science each +(1-10).
Credit: 90 Experience Points.

Course: Languages & Culture

Cost: $1,000 per week
Time: 1-19 weeks (agent's choice, announced in advance).
Prerequisite: Knowledge 75+, Charm 50+, Agriculture AOK, Architecture AOK, Economics AOK, Education AOK, Fine Arts AOK, Geography AOK, Law AOK, Literature AOK, Medicine AOK, Political Science AOK, Psychology AOK, Religion AOK, Social Sciences AOK, World History AOK all 50+. No courses may be taken in conjunction with this one.
Area of specialization: a specific language. (See Appendix Three: Major Languages of the World.) Languages include sign, Braille, and lip reading discussed later in the article under **Vital Statistics.** Only one language may be taken at a time.
Ability acquired: For each week of education in a particular language and culture selected by the agent in advance, that agent will learn enough to speak and act like the natives of that culture with 1-5% authenticity per week. The most an agent can learn is to within 95% accuracy, but that may take 19 weeks or more. The authenticity percentage is equivalent to the agent's fluency in that language and may exceed the native's fluency rating. The agent may take the Language & Culture class to improve his or her native fluency rating. Knowledge and Charm are increased by 1-10, no matter which language is taken.
Area of Knowledge increases: All Areas of Knowledge listed under Prerequisite are increased by 1-10.
Credit: 200 Experience Points.

Course: Mountain Climbing & Wall Scaling

Cost: $7,000
Time: 4 weeks
Prerequisite: Physical Strength and Coordination each 50+, Willpower 75+.
Areas of specialization: None.
Ability acquired: Given the proper climbing equipment, the agent will be able to scale any incline 85% of the time per attempt. The agent will be able to descend any incline 95% of the time safely. Safety rolls should be made every 100 feet of movement up, down, or across the incline. Slick or rocky surfaces and belaying should always be considered by the Administrator during a climb.

Increase Physical Strength 1-10.
Area of Knowledge increases: Ecology, Geology, Military Science, and Physical Education each increased 1-10.
Credit: 50 Experience Points.

Course: Parachuting

Cost: $9,000
Time: 4 weeks
Prerequisite: Physical Strength and Willpower each 25+, Courage 75+.
Areas of specialization: None.
Ability acquired: Given the proper parachute equipment, the agent can jump from an aircraft above 2,500 feet and land safely 85% of the time, within 1 foot of the target for each 100 feet of altitude fallen with the parachute open. Roll for the direction off-target. High-altitude skydives, acrobatic maneuvers, and jumps from less than 1,000 feet reduce the safety factor of 85% by a value equal to 150 minus the agent's Coordination. Unsafe landings with the parachute open will cause 1-20 points of damage. If the parachute fails to open, see the results for Thrown from a Height on the Execution Table. Increase Courage 1-10.
Area of Knowledge increases: Military Science and Physical Education each increased 1-10.
Credit: 60 Experience Points.

Course: Scuba Diving

Cost: $8,000
Time: 4 weeks
Prerequisite: Physical Strength 50+, Willpower 75+.
Areas of specialization: None.
Ability acquired: Given the proper scuba diving equipment, the agent will be able to dive to a maximum depth of 151-250 (150 +1-100)) feet and swim a distance of 5,001-6,000 (5,000 +(1-1,000)) feet 85% of the time safely. An agent will be able to hold his or her breath for a number of seconds equal to his Willpower. Increase Physical Strength and Willpower each 1-10.
Area of Knowledge increases: Military Science and Physical Education each +(1-10).
Credit: 60 Experience Points.

Vital Statistics

The following optional rules are presented to further "flesh out" player and non-player characters. These rules deal with weight, blood type, and visual and auditory acuity.
Weight: The base weight for females is 135 pounds, for males 160 pounds. For variations in weight, use this table:

% Dice Roll	*Base weight change*
01-03	Subtract 35 pounds
04-09	Subtract 28 pounds
10-17	Subtract 21 pounds
18-28	Subtract 14 pounds
29-42	Subtract 7 pounds
43-58	No weight change
59-72	Add 10 pounds
73-83	Add 20 pounds
84-91	Add 30 pounds
92-97	Add 40 pounds
98-00	Add 50 pounds

Blood type: There are two factors to be considered when determining blood type: blood group and Rh factor. To determine blood group, roll three percentile dice and refer to this table:

Dice roll	*Blood group*
001-425	Group O
426-850	Group A
851-955	Group B
956-000	Group AB

To determine Rh factor, roll percentile dice and refer to this table:

Dice roll	*Rh factor*
01-85	Positive
86-00	Negative

Donor and recipient compatibility

Group	***May donate to***	***May receive from***
O (universal donor)	O,A,B,AB	O
A	A,AB	O,A
B	B, AB	O,B
AB (universal recipient)	AB	O,A,B,AB
Rh positive	Rh positive	Rh positive
Rh negative	Rh negative	Rh negative

The chance of being blood type O positive is 36.125%. The chance of being AB negative is 0.675%. This is very rare blood, possibly valuable to a person of this blood type if his blood is needed for another person of the same blood type. However, it could be a liability, should same person need the services of a donor and one cannot be located.

Visual acuity: Five percent of all characters may be color-blind. A color-blind agent/character should have his Coordination reduced by 1-5%.

Auditory acuity: Five percent of all characters may be hard of hearing. Reduce Charm and Coordination by 1-10% each and and increase Courage by 1-10%. Sign language may never be a native language, but may serve as an additional language usable only when contacts are within short range. It should be listed directly after a spoken language for example: 1. (Native) English 2. English (sign) 3. French 4. French (sign).

Lip reading is only possible after learning to speak or sign a language, even a native language. A deaf child learns a language by reading lips, signing, or both. A character must know a language before he or she can read lips in that language. The "languages known" list should include lip-read languages due to the training involved, and should be indicated as follows: 1. (Native) English 2. English (sign) 3. English (lips read) 4. French 5. French (lips read).

The speaker's lips must be at short range and the speaker's face must be visible at least in profile, if not in full view. One need not be hard of hearing to learn sign language or to read lips. Remember, just because you are out of earshot doesn't mean you can't communicate. Even though you can read lips doesn't mean that the other person can too. Binoculars and scopes can bring speakers into short range. Divide the distance from the speaker by the power of the scope.

It is assumed that if you can speak, sign, or lip-read a language, you can read and write it, too. If you want to be literate in Braille you must designate it as an additional after you've mastered one. It is listed as follows: 1. (Native) English 2. English (Braille read). It is assumed that if you can read Braille with your fingertips you can also sightread it. There may be times when such skills may prove invaluable, like in a dark elevator or if you are blindfolded or injured so you can't see. Some languages may not have developed Braille alphabets, such as Chinese, Hebrew, or ancient Egyptian. In these cases, even raised hieroglyphics may be impossible to read by touch. An agent should stick to Indo-European languages used by a great many people.

STAR FRONTIERS™ ALPHA DAWN and KNIGHT HAWKS Game Aids

Abbreviations

The following format is used to outline the most important statistics of an NPC:
1. (NPC Name and rank or position)
2. RW M PS IM RS STA
3. List of Skills
4. List of weapons and defenses

RW = ranged weapon attack score
M = melee attack score
PS = punching score
IM = initiative modifier
RS = reaction speed
STA = stamina score

The numbers following the above abbreviations are the NPC's ratings for these categories.

Skill Abbreviations

Pilot = piloting skill
Astro = astrogation skill
Engin = engineering skill
Rockt = rocket weaponry skill
Energ = energy weaponry skill
Medic = medical skill
Robot = robotics skill
Compr = computer skill
Demol = demolitions skill
1-6 = skill level, when following above

Knight Hawks ship statistics

ADF = acceleration/deceleration factor
MR = maneuver rating
HP = hull points
DCR = damage control rating

Weapons

LB = laser battery
LC = laser cannon
AR = assault rocket
T = torpedo
RB = rocket battery
PB = proton beam battery
EB = electron beam battery
DC = disruptor cannon
M = mines
S = seeker missiles

Defenses

RH = reflective hull
MS = masking screen
ICM = interceptor missiles
ES = electron screen
SS = stasis screen
PS = proton screen

Typical Ship Statistics — Advanced Game

Fighter: HP 8 ADF 5 MR 5 DCR 30
Weapons: AR (x3)
Defenses: RH

Assault Scout: HP 15 ADF 5 MR 4 DCR 50
Weapons: AR (x4) LB
Defenses: RH

Frigate: HP 40 ADF 4 MR 3 DCR 70
Weapons: LC RB (x4) LB T (x2) EB
Defenses: RH MS (x2) ICM (x4)

Destroyer: HP 50 ADF 3 MR 3 DCR 75
Weapons: LC RB (x4) LB T (x2) EB
Defenses: RH MS (x2) ICM (x5)

Minelayer: HP 50 ADF 1 MR2 DCR 75
Weapons: M (x20) S (x4) LB (x2)
Defenses: RH ICM CM (x4)

Light Cruiser: HP 70 ADF 3 MR 2 DCR 100
Weapons: DC LB EB PB RB (x6) T (x4)
Defenses: RH ES SS ICM (x8)

Heavy Cruiser: HP 80 ADF 2 MR 1 DCR 120
Weapons: LB (x2) PB EB DC S (x2) T(x4) RB (x8)
Defenses: RH ES PS SS ICM (x8)

Assault Carrier: HP 75 ADF 2 MR 1 DCR 150
Weapons: LB PB RB (x8) fighter (x10)
Defenses: RH MS (x4) ICM (x10)

Battleship: HP 120 ADF 2 MR 2 DCR 200
Weapons: DC LB (x3) PB EB (x2) S (x4) T (x8) RB (x10)
Defenses: RH ES PB SS ICM (x12)

Space Station: (Statistics for stations vary with the size and type of station.)

HP 20-300 ADF 0 MR 0 DCR ½HP
Weapons: 1 EB, LB, PB, or RB per 50 HP
Defenses: RH All Screens ICM (x4-24)

Weapons vs. Armor

Weapon Type	Effect of Armor
Axe, Knife, Club, etc.	Cannot penetrate armor
Gas Grenades	Cannot penetrate armor
Needlers	Cannot penetrate armor
Sonic Weapons	Cannot penetrate armor
Spear, Sword	70% protection
Bullets	65% protection
Laser Weapons	50% protection
Fragmentation Grenade	35% protection
Gyrojet Rockets	35% protection
Electric Sword	30% protection
Vibroknife	25% protection
Electrostunner	Full penetration
Shock Gloves	Full penetration
Stunstick	Full penetration
Tangler Grenade	Full penetration

Puncture Diameter Chart

Weapon	Diam. of Puncture (cm)	Auto-seal%
Electrostunner	0	
Pistol bullet	1	100%
Needler weapon	1	100%
Fragmentation grenade	2 (= 1d10 holes)	75%
Gyrojet pistol	2	75%
Laser pistol	2	75%
Laser rifle	2	75%
Machine gun bullet	2	75%
Rifle bullet	2	75%
Gyrojet rifle	3	50%
Heavy laser	3	50%
Laser powertorch	3	50%
Knife	1d5	varies
Sword	1d5+	varies
Spear	1d10	varies
Vibroknife	1d10	varies
Electric Sword	1d10+2	varies

Structural Points of Spaceship Systems

Ship System or Component	Structural Points
Hatch	200 + 1d100
Hull Sections	200 + 2d100
Control Panel	100 + 1d100
Battery Weapon	300 + 2d100
Cannon	500 + 2d100
Engine (size A)	2d10 x 100
Engine (size B)	5d10 x 100
Engine (size C)	5d10 x 200

Spaceship Combat

Advanced Game Damage Table

Modified Die Roll	Type of Damage
20 — 10	Hull hit: double normal damage
11 — 45	Hull hit: roll normal damage for weapon
46 — 49	Drive hit: lose 1 ADF point
50 — 52	Drive hit: lose ½ total ADF (round up)
53	Drive hit: lose entire ADF
54 — 58	Steering hit: lose 1 MR point
59 — 60	Steering hit: lose entire MR
61 — 62	Weapon hit: LC; LB; PB; EB; AR; RB
63 — 64	Weapon hit: PB; EB; LB; RB; T; AR
65 — 66	Weapon hit: DC; LC; AR; T; LB
67 — 68	Weapon hit: T; AR; EB; PB; LB; RB
69 — 70	Weapon hit: LB; RB; T; AR; PB; EB; LC
71 — 74	Power short circuit; lose all screens and ICMs
75 — 77	Defense hit: PS; ES; SS; MS; ICM
78 — 80	Defense hit: MS; ICM; SS; PS; ES
81 — 84	Defense hit: ICM; SS; PS; ES; MS
85 — 91	Combat Control System hit: -10% on all attacks
92 — 97	Navigation hit: lose maneuvering control
98 — 105	Electrical Fire: roll additional damage at +20 each turn.
106 — 120	Damage Control hit: DCR cut in half
117 — 120	Disastrous Fire: DCR cut in half; lose entire ADF and MR; -10% on all attacks; roll additional damage at +20 each turn

Advanced Game Combat Table

Weapon	Defense None	Reflective Hull	Proton Screen	Electron Screen	Stasis Screen	Masking Screen	ICM	Hull Damage
Laser Cannon	75%	60%	75%	75%	75%	25%	—	2d10
Laser Battery	65%	50%	65%	65%	65%	20%*	—	1d10
Proton Beam Battery	60%	60%	25%	70%	40%	50%	—	1d10
Electron Beam Battery	60%	60%	70%	25%*	40%	50%	—	1d10
Disruptor Cannon	60%	60%	50%	50%	40%	50%	—	3d10
Torpedo	50%	50%	50%	50%	75%	50%	10/	4d10
Assault Rocket	60%	60%	60%	60%	60%	60%	-5/	2d10+4
Rocket Battery	40%	40%	40%	40%	40%	40%	-3/	2d10
Mines	60%	60%	60%	60%	80%	60%	-5/	3d10+5
Seeker Missile	75%	75%	75%	75%	90%	75%	-8/	5d10

* Weapons causes half damage (rounded up) on Hull hits.

Damage Table Modifiers

Laser Cannon	0
Laser Battery	0
Proton Beam Battery	+10
Electron Beam Battery	+10
Disruptor Beam Cannon	+20
Assault Rocket	-10
Rocket Battery	-10
Torpedo	-20
Mine	-20
Seeker Missile	-20

Weapon Restrictions

Weapon	Restrictions	Range
Laser Cannon	FF,RD	10
Laser Batter	RD	9
Torpedo	MPO,LTD	4
Assault Rocket	FF,MPO,LTD	4
Rocket Battery	LTD	3
Proton Beam Battery	RD	12
Electron Beam Battery	RD	10
Disruptor Beam Cannon	FF,RD	9
Mines	LTD	0
Seeker Missiles	LTD	unlimited